

More news and reviews than any other N64 magazine

A new slice of ice!

BREAKAWAY 198

Acclaim's new hockey sim's here and Wayne Gretzky's worried

ZELDA

Latest news and over 30 new pics!



HANDHELD HEAVEN

See how the Game Boy and your N64 can work together!



Creator? Robotech? Body Harvest?

Creator? Robotech? Body Harvest?
Discover just what's happened to
all those games lost in
'development hell'



JAPANESE AND U.S. NEWS AND REVIEWS!







Deadlier Than The

"Without a doubt the best fighting game on the N64."

" ...a game that can rival Tekken in terms of depth of gameplay... unlike any other."

"this, and only this, is the one you should buy"

FIFTERSTITE















HOW NGAZINE WORKS

N64 Magazine is Britain's best selling Nintendo 64 mag. Here's why:

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!



WELCOME TO





've just tidied my desk.
It's been about a foot deep
in stuff for a couple of
weeks now, and I'd quite

forgotten what a beautiful wood-effect plastic topping it has. I even found a half-eaten Kellogg's Chewy Marshmallow Square (my very favourite snackstuff) which improved the quality of my morning no end. After I'd picked the fluff off it, that is.

Why the thick coating of Nintendo-related jetsam? Well it's been a very busy month here at **N64** Magazine. First of all, we had Tim struggling to complete *Mystical Ninja starring Goemon* before he jetted off to start one of the longest holidays known to mankind. He didn't quite manage to finish it – which must be good news for the lifespan of the game – and, as I write this, he's probably worrying about it somewhere on a white, sandy beach in the southern hemisphere. Probably. His exclusive review of the N64's first, English RPG starts on page 32.

Halfway through the month,

working for about two days. The PAL conversion really is impressive, and shows just how committed Nintendo are to ensuring that even third-party games arrive in Europe in the best-possible shape. Our review starts on page 46, and the icy theme continues on page 52 with Acclaim's ice hockey sim, NHL Breakaway.

This month also saw the launch of the Pocket

This month also saw the launch of the Pocket Camera in Japan. The camera unit and printer sold out on the first day – not surprising really as we think it's one of the best toys we've ever played with. Take pictures, edit them a bit, print them out, stick them all over the place – brilliant fun! You can see how Max got to grips with it all on page 64.

And finally, just as things were about as hectic as they could get, 1080° Snowboarding arrived from Japan. It's quite unlike any Nintendo N64 release we've yet played and a real showcase for the N64's powers. See what you think of it on page 56.

What with everything else, then, this must be one of the most packed issues of **N64** Magazine we've ever produced. And here comes Andrea with... yep a load more paper work to... NO! Don't put it there.





"Hello! My name's Goemon. I'm just back from chasing music hall impresarios around medieval Japan. You can read about my adventures in this exclusive review of the N64's first **English RPG.**"

Issue 14, April 1998

Reviewed, rated... and completed!

NBA PRO '98

Will this keep us occupied while we wait for Nintendo's



SNOWBOARD

It's had us reaching for our mittens with glee.



NHL BREAKAWAY '98

A rival for Gretzky? Find out which is the coolest ice hockey game in town.



IMPORT AR

The latest Japanese and American games.



1080° SNOWBOARDING 56

The wait's finally over. Nintendo deliver the snowboarding fest to Japan, on time!



AUGUSTA MASTERS

32



CASTLEVANIA

Dracula bashing from Konami. It's looking mighty scary already!



BUCK BUMBLE

Oh to be a bee. And shoot things. Odd? Look here.



NBA COURTSIDE

A sporting first from Nintendo and Left Field.



Guides to ease you through life.



...get to grips with your Pocket Camera

Camera, Printer, Game Boy. Hours of fun just waiting to be had.



...smite all and sun ghters Destiny

> Hard man Jes has been practising his moves. Oooh he's tough!



COMING SOON... 18

Starts on page

NEWS CENTRE

Paul's plant.

Nintendo in trendy fashion shocker! And

Plenty of N64 games on the horizon - we pick the best and Tim chats with Shadowman developers Iguana UK.



...beat all your best Time Trial records in **Diddy Kong Racing**

Earn yourself a place on our I'm the Best league table.

...give the computer a good hammering on

> Still a great game, a year after its release. Another reader shows us how it's done.

Where did all the games 106 go? N64 Magazine has the answers



REGULARS

Tips. Yes. And cheats. Er. And some other fantastic game bits.

Praise, complaint, abuse, astronomers and beards. All here.

SUBSCRIPTIONSFast becoming the only way to guarantee yourself a copy.

RACK ISSUI

QUICK! There aren't many left.

It's getting bigger all the time. Every game ever reviewed.

N64 MAGAZINE ISSUE 15 Stand to attention! Issue 15 plans hinted at. Oddly.



Your first look at the BIG new N64 games!

this month

CASTLEVANIA 64 Konami's new blood-fest.

BUCK BUMBLE A shoot-'em-up with a difference.

8

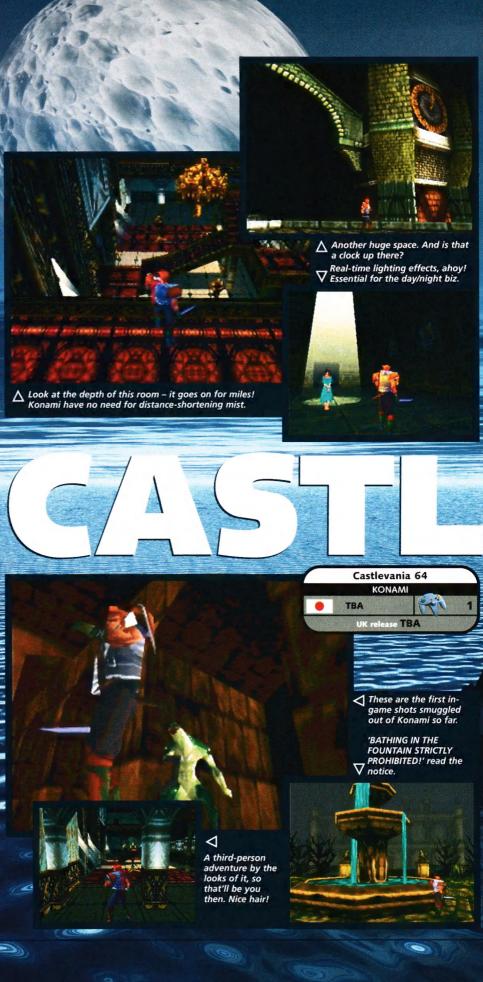
NBA COURTSIDE
The first sports sim from Nintendo.

10

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 18!









A multi-headed dog? Could this be like Cerberus, the guardian of the gates to the underworld?

Dracula's castle, we'd warrant, and the setting **∇** for your adventures.



ood brothers

While hard news on Castlevania 64 remains elusive, Konami have at least let slip the four characters involved in the game:

SCHNEIDER BELMONT



A beginners' character. Balanced abilities. Member of the vampire-hunting Belmont clan.

CORNELL REINHART



Can turn into a wolf at will. Prefers hand-tohand combat.

CARRIE EASTFIELD



A 12-year-old girl. Fights with magic powers. Likely to be the most challenging character to use.

KOLA



Slow and strong, A power character whose weapon of choice is a chainsaw.



natever Konami's new vampire game ends up being called ('Castlevania 64', 'Dracula 3D', 'Legend of Dracula 64' the only thing that's certain is that name will differ between its Japanese and Western releases), along with Hybrid Heaven, it's one of their brightest development jewels. From the moment that Konami showed a short video of the game, back in early 1997, expectation surrounding it has been running at levels normally reserved for one of Nintendo's biggies.

Making a radical departure from a series that started life on the NES, Castlevania 64 will be a fully three-dimensional game, looking completely different to its most recent incarnation (on the PlayStation as Castlevania: Symphony of the Night). As Castlevania games of old were considered to be the epitome of 2D platform game excellence, switching the game into 3D presents Konami with as much of a challenge as Nintendo faced adding the extra dimension to Mario.

But while it may be all-change graphically, Castlevania retains its strong undead theme. The aim of the game is to find and defeat Dracula himself but, between him and you lie all manner of obstacles - from those based on puzzle solving, to the more action-orientated blood-letting kill-fests. On your travels to meet the king vamp himself,

you'll have to defeat all manner of blood hungry, vein-sucking legions of the undead - subject matter that's certain to finish off the N64's reputation for

cuddly lovable games, once and for all. From these latest shots, it appears that Castlevania 64 will be a third-person adventure (i.e. one in which you can see the character you play), in the same vein as Goemon or Zelda. Before you start your game, you'll have the option to choose one of four different characters. Depending Konami have said that as you play, time passes realistically; bright sunlight slowly fades first to dusk and then to night. Far from this being a cosmetic touch, though, gamers' tactics will have to adapt to the changing conditions, as vampires scared of daylight come out hunting in the dark. From a technical point of view, it means that Konami's programmers will have to find a way of lighting the game's scenery in such a way that it can reflect the changing time of day - no mean feat.

Depending on the person you opt to 'be', your route through the game will change complete with a unique ending sequence.

on the person you opt to 'be', your route through the game will change and - if you're successful - a unique ending sequence will play. With the four characters already showing markedly different abilities and fighting specialities, it's clear that Castlevania will have plenty of replay value, as you try to battle your way to Dracula in four different tactical styles.

However, the one feature that's caused the most interest in Castlevania 64 so far is the game's use of time.

N64 Magazine's sources in Japan suggest that Konami won't be showing Castlevania 64 at the Tokyo Game Show in March. However, if they change their minds, you can be absolutely certain that our operatives will be pushing their way to the very front of the crowd to see it. As for a release date, a heart-wrenching 'early 1999' seems the most likely. Until then, keep the garlic handy.

TO BE CONTINUED... More updates on Castlevania 64 progress through the year.

EXCLUSIVE FIRST PICTURES OF ARGONAUT'S DEBUT N64 GAME











Burk Burnhle is a flying stroot terming. You play as the form Burk, a burnble bee with more than no new on his mind and an array of weapurpy that makes a couple stong rook like the less tool anybody's wrenter it or, unlike most bees we know - whom the change was fall is defailed with back and Head Was to group a wanty as such arms in his nontrighting, and bloom all all manner of destruction at his normal

And it's because Buck's a whole man of humble here that he sees his mode stightly to the only to us beingday ubjects, such as plant puls and bank benthes, four pat him like mar of thic ears trections as big to Block as houses one office blacks are to us. As we swroped how in our lips game, we found outselves tribbonic the line of a small creek out wide as a river to buck. One having to weave in and out of bulruffer sticking up like enomical pines in a way, the game gives the same feeling as Micro Muchines, except that thick provides far greater freedom in move and explore.

And —along with the cusp graphics—at's Buch's smooth animalion and control that were the standout feature of the single-level dense that we also de When trying a speed-up/slow down button system gavers speed, while the analogue writes in the same way as

Shirles and allows smooth wetal mannesives. Since When Apollogic altriacy promote in cathor, a very satisfying them, the hoop — and our name are also has the option of landing and whom his ax logs to boothe about in the growing

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unit from are vague. Knowley in all an inflation insects $b \gg t$, can out the word and $t!^{\prime\prime}$ your photo swat bruin $b \gg t$ from whence they came. Smalling down right built earns thick was non-powers up to the upper to us to be three smithal and wasts to be they in have a sees to well of copy her, to compare a producer, other than shorting some in an interior to make a results and engay riv a large spelin crawline around on the flow there was little clar to do in the very early nevel reuse it carl we played.

There is builty a list man of Buck Bumble In come, and Argenaut and Ola Yolf are playing their sands when to their care. If any plant's got the pullipare to can not. If augle it's this are and well be witching future read options, with an eager

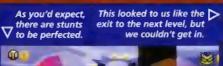




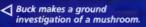
insecticide: life up the creek







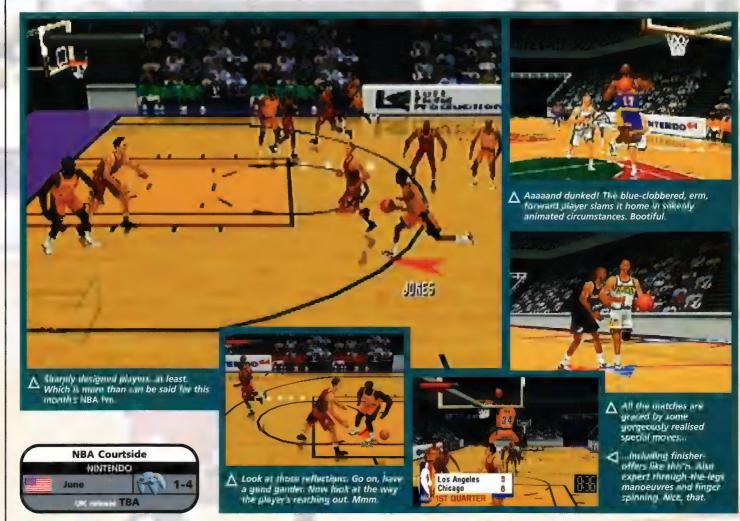






TO BE CONTINUED... We'll be tracking Buck Bumble's progright up to its release date in Septem

THE LATEST PICS OF NINTENDO'S FIRST SPORTS SIM



hings have certainly come on a bit since we last brought you news of Nintendo's basketballer in Issue 11. In fact, so impressed are we that we've decided to give it its very own "Future Look" feature. (No faint praise this when you consider that the office reaction to basketball games is usually one of outrageous profanity.)

So, what's new then? Well, the graphics have been given yet another tweak and are now looking most impressive. Admittedly, it's hard to get too excited about "fully motion captured, polygonal players" especially as every company this side of the moon seems to be using them these days. But I think you'll agree with us when we say that these screenshots are looking particularly special.

Thankfully, its not just the visuals that have received the attention. As well as giving you pretty pictures to look at, developers Left Field are also promising a "totally immersive background ambience" to get your sports juices flowing. What

this basically means, is that as well as enjoying the usual hyperactive commentary, there should be lots of oohing and ahhing and cries of "get in" as well.

Perhaps the most exciting news though, comes from NOA Producer Henry Sterchi. Rather than just squeaking up and down the court in your funky hitops, Courtside players will be able to employ what the Sterchster likes to call "The Fireball Effect." Basically what this means is that you'll be able to pull off some corking special moves that will leave your opponents agog and any local passersby/demented stalkers, in love with your phenomenal ball control.

After the travesty that was NBA Hangtime, it's reassuring to know that such "special moves" will still have their roots in what we like to call "reality". There's going to be none of that "He's on fire", 720 degree spinning, jet-pak flying jiggery pokery. Instead Henry promises that everything will be "situational". Players who like to slam dunk will have specific hoop hanging moves, whereas your

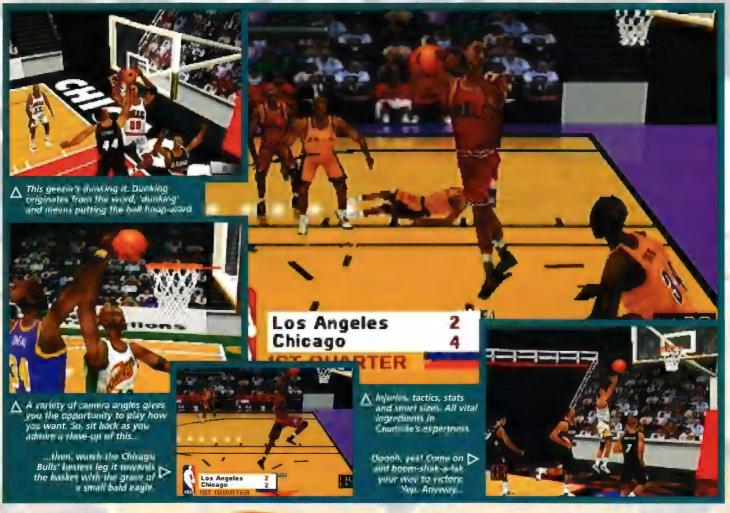
lay-up kind of guys can look forward to sailing around the court like ballet dancers, playing basketball. It's not just the point scoring moves that are being given the special treatment either. With a bit of effort you should be able to sneak out some rather luscious feints and spins as well.

Don't panic though, NBA Courtside also promises to keep Nintendo's easy learning curve, so you shouldn't be left trailing 500 points to nil after the first quarter. It's perfectly acceptable to get by with the A and B buttons alone. But introduce Z for a quick burst of "Turbo," the shoulder button for hassling the opposition and the C-buttons for switching team members and accessing special moves and you're talking serious levels of playability.

With full Rumble Pak compatibility, a rather tasty instant replay feature and an exhaustive NBA license, Courtside is shaping up very nicely indeed thank you. And I didn't say "Boom-

shaka-lak" once.





see you in court





A strange sort of an an angle were allows you a full look at the court. Now all you have to do is win.



TO BE CONTINUED... We're hoping to have a full review of NBA Courtside in issue 18.



WHATEVER ELSE PUTS YOU ON THE SPOTS, IT NEEDN'T BE SPOTS.



THERE ARE SOME THINGS YOU JUST CAN'T HIDE, CAN YOU? • RATHER LIKE THAT BIG SPOT ON THE END OF YOUR NOSE • WELL, THAT WE CAN DO SOMETHING ABOUT, WITH NEW OXY 'ON THE SPOT'. • BECAUSE 'ON THE SPOT' IS A BRAND NEW DIRECT ACTION TREATMENT, SPECIALLY FORMULATED TO HELP ELIMINATE SUDDEN EMBARRASSING SPOTS • AND LET'S NOT FORGET, YOU CAN ALSO HELP PREVENT ANY FURTHER ERUPTIONS, AND END UP WITH VISIBLY CLEARER SKIN, BY REGULARLY CLEANING WITH OXY DAILY WASH • IT'S ONLY A PITY THAT LIFE'S OTHER LITTLE EMBARRASSMENTS CAN'T BE SO EASILY DEALT WITH • • • SPOTS? OXYGUTE 'EM WITH NEW OXY 'ON THE SPOT'.



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25th March 23rd April

Circulations (ABC). It's the ABC chaps whose job it is to accurately count the number of magazines sold each month and the great news they gave us was that - thanks to you our official sales figures are now . healthy 43,576 copies ■ month. This makes us Britain's bestselling N64 magazine (by miles) and you, members of the biggest group of dedicated N64 gamers in the country.

Obviously, this is great news, but far from resting on our laurels, we've got big plans for the new year. Every issue from now until Christmas will come with one of

our patented Double Game Guide + tips books and, who knows, we may be able to slip something extra in on top of that as well. The most important thing, though, is that we'll continue to print the most

Cartridges are expensive and we know how disappointing it is when you're mislead into buying a duffer. As a result, we'll continue to give you the whole truth, on all games, as soon as we can get our hands on them. Games as bad as Aero Gauge and MK:

Mythologies will get the marks they deserve (not seventies and eighties just so we can stay friends with the software companies responsible for them). And if we do give a game good marks - especially if it gets an N64 Star Game Award - you can be sure that it's worthy of your time, and money.

What's more, because we're independent from Nintendo, we can review games as soon as they come out in America and Japan. The next year will see us produce the first reviews of the Legend of Zelda: The Ocarina of Time, Banjo-Kazooie, F-Zero X, NBA Courtside, Conker's Quest as well as the 64DD, its games and all the third party games released in America and Japan, well before they arrive here. When games do get a PAL release, we'll be there again, giving you an update on the quality of the conversion as well as, as many tips and secrets as we can ferret out.

The coming year will also hopefully - see even more reader involvement, from the new Eager Waiting Charts at the front of the mag to Invention Corner at the back. Your entries to Skill Club,





SHORT CUTS

Head of Shiny Entertainment, Dave Perry, has increated that his company is considering developing games for the N64.

Peny's most famous work is Farthworm Jini (SNES/Mega

Drive/Saturn/PlayStation), but current titles in development are PlayStation/PC games Wild 9's, Messian, MDK2 and RC Stunt Copter

From what we can gamerat the moment, it seems that Shiney are only considering porting these games to the N64 rather than producing anything original. However, at this early stage, no firm decisions have been made.

PAUL'S PLANT
Taking a rest from the highly production to days it had in January, this month has been one of consolidation for Paul's plant, its new leaves are photosynthesising nicely, and one of its two originals has taken on a fustrous jade hue.

There's plenty of promise for next month, though, with the appearance of two fecund new growth buds, auguring well for

spring, Stay



Nintendo no go Tokyo show

ontinuing their policy of only going to their own parties, Nintendo decided to stay away from Tokyo's Spring Game Show, held on the 20th to 22nd of March. However, the rest of the Japanese software industry turned up in force, along with representation from major games companies from the rest of the world.

At the time of going to press, the show had yet to happen and the number of games on show from individual companies was far from finalised. However, developers definitely showing included Capcom, Namco, Konami, Imagineer and Human, any of whom might have used the show to launch new games.

News that did break before the show included a couple of game announcements from long-time N64 supporters Konami, whose Rakugakids appears to be a beat-'em-up with deliberately two-dimensional characters, fighting on highly colourful backgrounds. Roughly translated,

Rakugakids means 'graffiti kids' and, we can only assume, that that's why the two characters shown in the one screenshot released so far, look the way they do. Interestingly, both appear to be casting full shadows on the background, which is novel if nothing else.

Our man in Tokyo, Max Everingham, will be bringing us a full report on the Show in N64/15. Until then, fingers crossed for Capcom and Namco.



△ Well, it certainly doesn't look like your average beat-'em-up. No.

Tips has demonstrated just what a dedicated bunch of gaming experts I'm the you are - we promise to keep on our toes and produce the magazine that Best and you really deserve. Performance Thanks again for sending us to have stunned us the top of the chart, then - we

gaming prowess, and Readers' without you. hen in Rome

n an unprecendented step, Nintendo have held a week-long meeting of Europe's most important third party games developers, to discuss the future of the N64. These meetings have been a regular event in the past but, up until now, only Nintendo subsidiaries (such as Rare) and distributors (such as THE - the company who represents Nintendo in the UK) have been invited.

with your feats of

At the time of going to press, the meeting - held in a hotel in Rome from the 9th to the 13th of March - had yet to occur. However, it's believed that Nintendo were planning to use the occasion to make several key marketing and game announcements. The secondary purpose of the gathering was to encourage those third-party developers who have yet to

release N64 games, to finally annouce their support.

certainly couldn't have done it

Along with European companies who have already released N64 games (GT, Electronic Arts, Konami, Ubi Soft, Ocean and Interplay), companies such as Pysgnosis, Eidos/Core, BMG, Codemasters, Fox Interactive, ASCII Entertainment, Hasbro and Gremlin were also scheduled to attend. It's expected that there will be a flurry of new game announcements once the meeting has finished.

Nintendo have already sold 1.5 million N64s in Europe, with the machine actually on sale in some countries for far less than the year that the UK has enjoyed. Nintendo are happy with the progress they've made so far but obviously want to build on their success. Nintendo of



There have been several mutable thirdparty games for the NSS ISS64...

America's chairman, Howard Lincoln, commented before the meeting that Nintendo wanted "to listen to third parties in order to get their ideas on how we can work more closely with them." More news next month.





...and Goemon ame time of the must accomplished.



STOP PRESS: CHESS
Arriving just a few seconds too late to get an entry in our Coming Soon' section. here's Virtual Chess from Titus. Boxsling graphical appearances from 110s the x, a tutor al, multiple difficulty settless and four different sets of chess pieces. Virtual Chess's biggest draw is undoubtedly that it uses the same mathematical engine as the one that powered the winner of the

World Chess Championship for Professional Microcomputers, Blimayl No. soll touch then.

Obviously, the N64 will allow you to zoom in on the board, twizzle it around all that sort of graphical tomfoolery - as well as play with one, two or three other human competitors. You'll also be able to save your games on call rather than trust Nintendo's rather his und-miss mampiy



paks. Out in June, we're already searching for a majeure, who knows the raise.



"Eh? Whassat? Fanzines? Jethro's taken 'em down to the meadow."



NINTENDO 64 NUTS

Springing up in the N64 office like a field of EU-subsidised sunflowers this month, is N64 Nuts, a fanzine with more colour on its cover than a bowlful of petunias. Inside, there are reviews of most of the top games, the revelation that DKR's multiplayer mode is better than Mario Kart and a great feature on all the consoles we never saw, including the Amstrad GX4000 and the SNES CD-Rom. N64 Nuts is a 15-page burst of Nintendo action but, unfortunately, the author(s) forgot to put his name in it and we've lost the covering letter. If he writes in with the details, we'll spill the beans about how and where you can get hold of this mighty opus.

N-FORM

Continuing to be 'dedicated to anything Nintendo - past and present' N-Form is a hardy perennial and no mistake. Issue 4 comes with a free tips book on the SNES RPG Shadowrun, and an excellent round-up of some Nintendo ephemera that even Wil had forgotten about. The whole thing's in black and white, but that's not a problem and there are plenty of pictures to keep you going. If you're a bit of a Nintendo nostalgia freak, this could be just the job. Beats inseminating those heifers any day.

. Issue 4 of N-Form is springing up at James Fry's house. To harvest yourself a copy send him ■ cheque for £2 to 30 Jennings Field, Flackwell Heath, High Wycombe, Bucks HP10 9ND

MURNEY'S END

As majestic as a Suffolk orchard in the mist of an autumn morning, Journey's End is a fanzine dedicated to Role Playing Games on whatever format they crop up upon. Screenshots make way for hand-drawn art and when RPGs are a bit thin on the ground (or completely absent as they have been up until now on the N64), Journey's End fills its pages with some rather succulent short stories. Described by its co-editor Toby Malamute as a competitor to

Role Call (reviewed back in issue 11) but 'different enough to warrant readers buying both', forthcoming issues will be looking at Goemon in some depth, as the first RPG to arrive on the N64

• Issue 15 of Journey's End is available from Ann Simpson, 28 Dashwood Street, Derby DE23 6SU. It's priced at £1.50.

Are you cultivating a fanzine? If you are and you'd like us to review it in this very column, pop us a copy in an envelope and post it off to: Fanzine Farm, Magazine, 30 Monmouth Street, Bath BA1 28W. If we've already featured an early issue of your printed pride and joy, don't worry, we'd still like to see the latest issue.

New Goods

All the best new stuff to go on, around or in your N64.

GAMESTER LX4 STEERING WHEEL WITH RUMBLE **EFFECT**

LMP • £70 • 0800 0813061 Do you remember the first arcade racing game you played where the steering system bit back? Out Run was our first, and while the LX4 (with Rumble Effect) doesn't offer true force feedback, the combination of its builtin rumbling and strong wheel re-

The rumble effect is controlled from a switch on the dash of the wheel and, in racing games that support rumble paks, some internal jiggery pokery inside the base unit

alignment spring, are the closest

you're going to get to it at home.

actually vibrates the steering column as you drive. The effect is rather convincing and - dare we say it - probably the best implementation of the driving rumble available in the wide world of N64. We like it.

Elsewhere, the springs on the pedals have been tensioned up. allowing you to rest the weight of your foot on the pedal without depressing them. This means you can keep your foot poised on the brake. ready for that emergency stop. Full programmability is, of course, an option here and although you have to do this every time you power-up your N64, it's an easy enough process to remember after only a brief read through of the instruction manual.

The Gamester is designed to sit on a table top or flat surface (it comes with little rubber suckers). This is more constricting than Interact's V3 wheel which you can either sit astride or have on a table, and there's no adjustable angle malarky in the Gamester, either. Some of us disliked the force with which the wheel realigns itself - not 'realistic' apparently - but as all N64 wheels have to emulate the self-centreing behaviour of the analogue, autorealignment shouldn't come as too

much of a surprise.

At this stage, we have to say that nearly all console racing games are designed with joypads in mind, and we doubt very much that using any kind of steering wheel will actually lead to faster lap times. However, if you are determined to buy one, this is probably the best so far.

GAME BOY EMULATOR Datel • £TBA • 01785 810800

Not a review we must point out -Datel have yet to finish manufacturing their emulators - but this bit of news was too juicy to hold back with. The Game Boy Emulator appears to do the same job for the N64 as the Super Game Boy (and recently launched Super Game Boy II) did for the SNES, allowing you to play your Game Boy titles in colour on the big screen.

The unit supports all Super Game Boy Game Boy titles, and a special colour palette system allows even those games without SGBII status to be played in colour. Stereo sound is catered for and - bizarrely - the emulator also includes loads of preloaded cheats for all major Game Boy titles. Good work, Datel.

Why should we be so excited about a Game Boy accessory? Well, if you read the Pocket Camera feature on page 64, you'll see how the



-OFFICIAL: N64 'COOL' community over to computer sames Nintendo sponsored trendy fashion house Red or Dead's catwalk show which took place during London Fashion Week in the 21st of February. As the Red or Dead models slipped coully down the catwalk, a huge video screen playing excerpts from Top Gear Rally.

Pocket Camera cart can take and save 30 real-life images. Using Datel's emulator, you could (in theory) be able to display these images in colour on your TV screen and carry out all the editing functions contained in the Pocket Camera program, using your N64's controller.

Nintendo themselves have a similar cartridge for the Game Boy/N64 in the pipeline but, incredibly, Datel seem to have beaten them to it. As soon as we get hold of a sample, we'll let you know how successful they've been.

TRIDENT PAD

Spectra Video * £20 * 0181 902 2211 We reviewed the original Trident Pad back in the November issue (N64/8) where it earned a more than respectable 82%. These updated versions come in blue, red and yellow and, along with the original grey variety, now boast a soft, rubbery 'Protein Coat'. Apart from making the Spectra Pad smell rather nice (in a 'new' kind of way), this is also supposed to make the pad more comfortable to hold. Which it does, sort of.

Our original criticisms of the pad still hold, though. The buttons are a bit clicky, the analogue is a touch vague in the middle regions and the shoulder

buttons pivot rather than depress properly. As a result, we like it slightly less than Interact's range of pads (especially the MakoPad), but for £20 you can't go too far

wrong. And it smells nice. TRIDENT PRO PAD

Spectra Video • £25 • 0181 902 2211 The same as above, but with the wholly unnecessary addition of autofire and slow motion buttons. And an extra £5 on the price.

RETROW with Jason Moore

ft say the word "Panorama", chances are you'th immediately turn the page and disregard future slices of Retroworld as boring political nonsense. However, far from opening a forum on women's rights or safety in the workplace, I am in fact talking about one of Nintendo's greatest Inventions. The Panorama screen range of Game & Watch machines represented the biggest breakthrough in handheld technology so far.

On the 28th of April 1983, Nintendo released their first colour tabletop machines, the seminal "Donkey Kong Junior", and "Mario's Cement Factory". Released in direct competition to the current flood of table tops from Tomy and Epoch (Grandstand in the UK), there really was no comparison. However, the addictive gameplay of standard G&W machines, with full colour graphics wasn't enough to persuade customers to accept the high price tag (around £40 each).

By the beginning of 1983; it was clear that there were two distinct handheld markets; the smaller tabletop and the pocket game market Nintendo already ruled. They needed a machine to bridge the gap. The Panorama screen uses a slightly larger screen than standard G&W machines, with transparent colours overlayed

onto the sprites. This dulls the LCD graphics so much that you would not be able to see them without a back light but, by placing the screen at a 45 degree angle from a mirror, light from outside the unit is captured and mixed with the image to create a bright, beautiful colourful display, so when playing you don't actually look at the LCD display at all, just a reflection of it.

On the 30th of August 1983, two panoramamachines were launched; Snoopy, with a simultaneous release on tabletop, and Popeye. As a fixed, 45 degree angle would make the machine awkward, Nintendo devised a flip-up lid, providing a very neat solution. Despite their ingenuity, sales were still slow, with only five titles being released in the range; Snoopy, Popeye, Donkey Kong Jr. Mario Bombs Away and Donkey Kong Circus. The first three were all released in identical tabletop versions.

The real surprising thing about the panorama screen is the bright clarity it provides and the stark difference between it and its relatives. The system could easily have been used to make a full colour Game Boy, without decreasing battery time Perhaps this is one trick Nintendo-shouldn't have kept up their sleeves.

Time, once again, to think back to the days when greenies were pound notes and Walkers still did Bovril flavour.

DONKEY KONG JNR - G&W PANORAMA

Probably Nintendo's favourite title, released in wide screen, tabletop and panorama versions, the game remains the same. Swing from branches, dodging birds, get the key and navigate the escalators of balloons and umbrellas in order to unlock the padlocks keeping your Dad imprisoned. Bach's

Toccata and Fugue highlights Mario's debut as a baddie

RETRORATING



MARIO'S BOMBS AWAY - G&W PANORAMA

The first of two panorama only titles sees, Mario joining the army. Run left and right with one of five bombs, hold each one high and low to avoid the soldiers in the trees above trying to light them, and the cigarette ends littered on the floor. Pass each bomb to your comrade who will throw them above the trees. Manage to pass all five, and the soldiers in the trees are blown up. Simple, but maddenly addictive and the only game I can think of to feature someone smoking.

RETRORATING

DONKEY KONG CIRCUS - PANORAMA G&W

The second panorama title sees our old friend DK being mistreated by Mario once more. This time DK has been forced to join the circus, balancing on a barrel while juggling pineapples. Move left and right catching the pineapples and dodging the flames from the barrels above. The best moment is watching Mario wet himself laughing when you get your hands burnt off

RETRORATING





Updating
you on
the N64
games of
the future

This month including:

SHADOWMAN

TUROK 2

FORSAKEN

CASTLEVANIA 64

DUKE NUKEM: TIME TO KILL

HYBRID HEAVEN

WORLD CUP '98

BANJO-KAZOOIE

TONIC TROUBLE

BOMBERMAN HERO

POCKET MONSTERS
SNAP

Murder!

That's right. YOU HEARD. Murder. And death. And, er, kill. Ing. After last month's Planet 64 fluff-a-thon, we look forward to the N64's death-riddled newcomers...



SHADOWMAN

ACCLAIM 64M 1 November November

took - the horizon stretches for Danker and there and a hint of foo, and a hine strayery both foot and a hine really guilled their finger out here.

Shadowman driving some sort

of vehicle during the mane - a

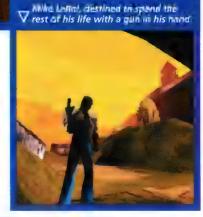
hearse maybe _





urrently being developed in Stockton-on-Tees by Iguana UK, Shadowman follows closely in the footsteps of Turok. It draws its storyline from Acclaim's own comic book series, and weaves its tale around the exploits of English graduate, and occasional assassin, Mike LeRoi, who possesses the ability to travel between the real world of New Orleans and the Deadside – a sort of purgatory – after being put under a curse by a voodoo priestess.

All of which sets the scene nicely for a 3D, third-person adventure of the *Tomb Raider* variety. Except, of course, for its violence. See, the Deadside is split into different worlds and the unfortunately named LeRoi has to visit all of them, dabbling in black magic and killing on the way. Whilst stopping an underground network. Which, in itself, is a hive of murderers and lunatic. Who, it has to be said, have a penchant for bloodshed. Nasty.





Death! Kill!

Iguana UK on... Shadowman

As part of **N64**'s growing commitment to providing the latest info on the latest games, we're going to be talking a lot more to the most important people behind them. This month, we caught up with **Shadowman**'s Creative Director, Guy Miller...





A You might need a pillow to hide behind for this one.

Unlike the PC version, there are no maked people – or animals for that matter, almough we can't see I any conts on the cree!



Soooo, Yoshi's Story it's not and unsurprisingly - Nintendo have been paying close attention to its development. But, Shadowman spells a welcome and interesting change in direction for the N64, fusing a Marioesque engine with a dank, disturbing story and some fearsome environments, including deserted industrial units and ghost towns. All of which adds up to an impressive feeling of immersion. And, with Iguana UK currently beavering away on Acclaim's other much-anticipated N64 title, Forsaken, it looks like 1998 could be the year of the, erm, lizard. Expect to hear more from Shadowman in the autumn...







N64: How did Shadowman end up at Iguana UK? One morning, a whole load of comics – sent to us from Acclaim's comic division – landed on our doormat. We looked through them and Shadowman just sort of jumped out at us, gun in hand, and threatened to blow all our brains out if we didn't make a game out of him.

N64: There's been some doubts about the N64 version, though...

The nudity has raised some doubts, yes. In the PC version we've had naked animals with their dangly bits showing. Oh, and naked dead people, too. But we've covered all that offensive, naughty stuff up for the Nintendo version. Even the fish in *Shadowman 64* now wear pants. We've still got blood though. It seems you can have violence, but no nakedness, even if that nakedness is intrinsic to the plotline (i.e. the naked dead people are naked because they've

N64: But, it's definitely on now, then? It's definitely on. It's about as on as you can get. Very on. Right on, if you like.

just got up off the mortuary slab).

N64: What stage are you at?
We're a little way behind the PC version, but we've got some incredibly talented people working on the N64 game and

I've no doubt they'll be catching up really soon.

N64: Can you tell us about some of the stuff to look forward to?

Yeah. You can walk in and out of houses, and you can see to the horizon with no

need for fog. Also, Shadowman is ambidextrous, in that he can hold a different weapon in each hand and fire both at the same time. We're also planning on Shadowman being able to get into and drive a vehicle of some kind, in one sequence of the game. The list of great bits is endless...

N64: That sounds just fine. But, the most crucial question is, will it have loads of blood in it?

Yes, it will have. And it'll be red. And if you get close enough to the screen, you might actually be able to see the corpuscles in it...

N64: What sort of release date for Shadowman are you looking at? This year, hopefully.







rurok **ACCLAIM** 96M TBA SUMMER SUMMER

oooh, everything's just that little bit tougher now. With GoldenEye about as good as gaming gets (let alone first-person shoot-'em-ups), Iguana US have quite a task on their hands trying to re-establish the virtues of their comic book Indian. But, things have changed a bit.

Firstly, Turok 2 places less emphasis on the often frustrating jumping of its predecessor, and more on gun-firing and exploration. It's not likely to blot out this feature altogether (even though Rare's game and Doom have managed quite happily without it), but there was some criticism, especially in the Lost Land level, of the precision jumping required. (Which was made even

harder by the fact that it was firstperson jumping.)

Additionally, there's been a concerted effort to chip away at the close quarters fogging, especially as GoldenEye proved that the N64 was perfectly capable of misting things up well into the distance. And bigger weapons and more varied dinosaurs (including, we hope, the Diplodocus that was taken out at the last minute in Turok) are also promised, including different sizes of Leapers, those scary bug-things that jump at you in the cavern sections.

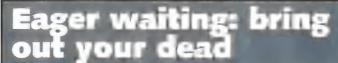
And, lastly, there's also an impressive new compression routine being used in the game that frees up 40% more space in the cart for extra stuff, like, we hope, the multiplayer

mode that's still yet to be confirmed. Regardless, though, this is still a massively anticipated game and its planned release date in August simply can't come soon





laak very promising indeed



Another game coming to fruition at Iguana UK, Forsaken promises to be not only a rattlingly fast, supremely violent Tunnel B1-u-like, but a vastly different adventure to the impressive PC version and the (slightly less impressive) PlayStation outing.

Basically, you take control of a scavenger - a bike-riding, no-faced psycho - who searches a holocaustic Earth in the hope of finding some expensive remains with which to trade and earn some back-handed cash. Your task is made more difficult by numerous other killer mercenaries, with exactly the same idea, and lethal locations where gun turrets and bombs reign supreme, and are set up to destruct any time anyone enters the levels.

Where Forsaken on the N64's really likely to succeed, though, is in its clever artificial intelligence, which changes according to how quickly you settle into the game, essentially meaning that better players always take a different route to, er, less better players and even medium-skilled players. All very interesting - if it works out...



Still under a dark cloud of secrecy at Konami's Japanese HQ, Castlevania 64 is, nevertheless, one of the most anticipated third-party updates of them all and a rollickingly good example of how to 'do' scaryness without splattering blood all over the gaff. For a full-size look, take ... gander at page 6 of this very issue



Nukem: Time to Kill

The old Dukester doesn't command quite the

same level of respect as the titles above (mainly because he's a repulsive, Americanised no-brainer, with the worst pay-off lines in the world), but his third-person outing, now confirmed as being in development at UK conversion specialists, Eurocom, has to go down as a prime example of future 'adult'-style N64 ents.

As the sub-title suggests, as well as gunning down anything that moves (or, unfortunately for them, doesn't) Nukesy gets to travel through time, picking off any number of multi-national nasties and getting kitted up in – shock! – something other than his dirty maroon vest and blue trousers. A nice pair of moccasins and a short, back and sides? Hmm, possibly not. The bad news? This is coming out on the PC first. Hexen 64, we most certainly hope, it won't be.

ybrid Heaven

Extra-terrestrial goop is the order of the day (or is it?) in Konami's awesomely awaited action RPG (or is it?). Much has been said, little has been confirmed, but the story direct from premise specialists, Rent-a-Story – concerns alien experiments, alien invasions and alien killing (or does it?). Will it be a straight-down-the-line RPG or an adventure with talky bits in it? Will it feature a fair sprinkling of blood, or will things take a more Nintendo-friendly not-too-violent-but-you-know-there's-a-little-bit-ofkilling-in-there approach? Ah, well, that's the waiting game you play with dark Hybrid Heaven. Veeery mysterious. (Or is it?)



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Charlie Drake

Of course, in Link's case his boomerang definitely will come back. Here's how he uses it.

















There are just as many enemies inside the many dungeons that Link explores, as there are in the open air. But, in the best tradition of Nintendo, each has an achilles heel to exploit. In the case of the chess-piece-like Armos Knights seen here, it's a tell-tale crack in their stone backs.



Another blast from the past is Link's patented spiri stach. Charge up your sword and let hose with a devastating spinning lunge. Here he unleastes on an onsuspecting Armos Knight.









A stroll in the village

There may not be much action, but these shots of Link running through what we suppose is Hyrule, are probably the most astonishing here. The level of detail in the town's streets is nothing short of astonishing.



For sale: Quaint cottage style semi-detached in desirable locale, in need of some modernisation, Would suit time travelling couple hosting small ocarina recitals.

△ Link legs it down a back alley, with Navi following fast behind. You only have to look at the trees (always tough to do in 30) to appreciate the level of detail here.



In order to be in these will new cold picate old congress of the taken a break in month. But held be back to ne cantankerous old the next issue, with some process RPG news!







Cup land



It might be upod but how will EAS name fare without that all impurpant licence

t's not often that
EA get beaten to
a licence but, with their
tournament tie-in World Cup
'98, they've been booted into touch
by... well, that one's a bit of a
mystery too. Probably a PlayStation
developer. But anyway, May sees the
unlikely emergence of an EA football
game without – that's without – a
licence. Cue chuckles from the
Konami camp.

But, unperturbed, World Cup '98 has ensured, even if it doesn't have the licence, that it chips in with some fabulous star names. The list of commentators now extends to John Motson, Andy Gray, Des Lynam, Gary Lineker, Chris Waddle and Kenneth Wolstenhome (the latter of whom provides some "They think it's all over"-style voiceage in the classic match options, where you can take

charge of the 1966 England team — though presumably not in an effort to change things — and also alter the history of sundry other World Cup finals, including 1970).

Of course, the reason FIFA sells so well is largely down to the fact that it has a licence, so how will it fare without it? And, can it hope to come up to this year's ISS follow-up? Hmm. A question we'll be able to answer in a few months time...

96M



Bearing up

ome more, impressive pics of Rare's stonking 3D bear-fest, but the most interesting news, from the company's Twycross HQ, has to be that the game will feature a level select, rather like Diddy Kong Racing's.



Basically, Banjo (and Kazooie) will start their adventures in a world similar to *DKR*'s Adventure Island, where they'll have to find the entrances to the five different worlds that go to make up the

NINTENDO

main game.
Similarly, you'll only be able to enter certain worlds when you've collected enough musical notes and puzzle pieces.

But, but, but!
Another major change comes in the shape of

your level objectives.
Speaking to Rare, N64
found out that it's no
longer merely a question
of running about and
collecting things, there's
"something else" that

APRIL

JULY

players are required to do on each level. Trying to squeeze anything further out of the notoriously tight-lipped development house, though, was like trying to get enthusiastic about Timber the Tiger's eyes. However, we might just have a first, proper playtest next month. We're currently studying blueprints of the Rare buildings...

TONIC TROUBLE

g flying action – persibly ound the nine level servit in

per just a case of ranning and collecting things, each

UBISOFT

64M

ews filters through to us

highly anticipated 3D

stages of completion. Boasting technology that should allow its cast

of strange characters to react

over ten different worlds.

accidentally sparked off an

realistically to gamers' behaviour,

Tonic Trouble's action will be spread

limbless design with another Ubisoft

favourite, Rayman) is an alien who's

environmental disaster here on earth.

Lead character Ed (who shares his

platformer is in the final

from Ubisoft HQ that their





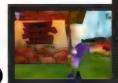


JULY

To make amends, he's dropped by to try and clean things up – a mission which consists, mainly, of trying to steal back the poison from Grogh the Hellish. It's the least he can do, really.

Screenshots have been a bit thin on the ground, but next issue should

hopefully see a more thorough examination of what looks like being one of the N64's strangest games yet.



Eddie ready



14 NG issue 10

Super hero

BOMBERMAN HERO

QUEEN MILIAN'S RESCUE

HUDSON

64M

1-4

SPRING

1

TEA

he big news from Hudson is that they're well into development on a follow-up to Bomberman 64, intent on putting right all that was wrong with the original. A tall task, you might think. And you'd be right.

But, Bomberman Hero has already undergone some significant changes. Although the last game bore some resemblance to a 3D platformer (well, it was 3D and it had some high bits in it), this sequel is expected to be more like Mario, pitching the camera closer to the action and throwing in more of an adventure element, where Bomberman has to collect various mechanical parts in order to create a machine to rescue Queen Milian. Apparently.

Bomberman will now be able to snowboard and morph into a submarine and a rocket and the levels are no longer as linear, with all four worlds providing at least two paths to completion (which hopefully adds a



bit of replay value as well). At the end of each world there's a boss to scrap and they'll also be some lightweight RPG elements thrown in for good measure, including non-playable characters who give you clues on where to go.

The only foreseeable problem could come in the fact that *Hero* keeps the first game's engine. It doesn't appear to have made any significant changes to what's going on as Bomberman is running about the levels, which leaves proceedings still feeling a bit pedestrian.

Additionally, the multiplayer mode appears to have had little extra work put into it, although the arenas are changing, which was a major problem with the first game.

Still, there's been some graphical changes (real-time lighting and better bomb explosions, for example) and the camera is definitely being used more constructively. Quite whether that'll prove enough to convince the doubters is another matter altogether. Either way, we'll have a proper look in a few months time.

Snap happy

POCKET MONSTERS SNAP

NINTENDO

64DD









ocket Monsters Snap, where you wander about some rather happy 3D environments taking pictures of odd looking animals, is still on schedule for June and the final, this-is-actually-it (no, really) release of the 64DD.

These two lonely screenshots are all that have appeared from Nintendo since Space World but they suggest it could be quite an, erm, *interesting* experience. So, what's the purpose of the game? To encourage players to become animalloving photographers, à la David Bailey? To get a bit of exercise in your local, virtual park? To get to know all the

animals in Nintendo's vastly imaginative kingdom? Mmm, well a bit of all of them. Probably.

The main point of interest will be that Pocket Monsters Snap allows you to use the 64DD's muchmooted writability, in order to create your own photo albums. But, how exactly all this ties in and just whether it'll be any fun is still the big question on everybody's lips. Except, of course, Nintendo who are certain it'll be wonderful.

| DES | DES

A perifect picture to add

An ear to the ground

What exactly's bose gaing down on the N64 scene over the part 30 days

After we revealed last i.e.

No weglen developed framming that two MGT lift on the way the Chianness Enumeration of to N64 that neither earn was done a flight sim. Instead, the first will be an extreme sports life (incorporating seasons) and the second a TT education lift result of the second a TT education lift results in the second a TT education.

what it'll be called ufficially should be available the man after the property of the football property of the foot

Various a curring PC
countine for GT in the shape of a
yest - feet person shoots an
i.a. is curring to the N64 at
Energy early with Guaha on the
partising and with Guaha on the
NF4 livery to disappoint. If the
Turok 2; it could spell the any
rest competition for Kines at
competing Contentive

NEW!

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

Station Standard House wanted





ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Now with easy to spot UK release dates. Just look for the titles in a dark blue bur

March 1998	Problems	Туре	Country
30 1080° Snowboarding	Nintendo	SPT	US
Pro Baseball King 2	Imagineer	SPT	JPN
Bio Tetris	Bottom Up	ETC	JPN
Kiratto Kaigetsu	Imagineer	TAB	JPN
Quake 64	GT	SHT	US/UK
Snow Speeder	Imagineer	SPT	JPN
Super Robot Spirits	Banpresto	FGT	JPN
Twisted Edge Snowboarding	Kemco	SPT	US
NBA Pro '98	Konami	SPT	JPN
Jeopardy!	Gametek	PUZ	US
April			
Pachinko: 365 Days	Seta	ETC	JPN
Legend of Zelda Ocarina of Time	Nintendo	RPG	JPN
Mystical Ninu 64	Konami	RPG	UK
Banjo-Kazooie	Nintendo	ACT	JPN
Snowboard Kids	THE Games	ACT	UK
Showboard Rids	Tric Games	ACT	- OK
May			
Sim City 2000	Ocean	SLG	UK
Rev Limit	Seta	RAC	JPN
June			
F-Zero X	Nintendo	RAC	JPN
Pocket Monsters 64DD	Nintendo	RPG	JPN
Talent Maker 64DD	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Picture Maker 64DD	Nintendo	ETC	JPN
Conker's Quest	Nintendo	ACT	JPN/US
World ⊆uµ 198	EA	SPT	US/UK
G.A.S.P! Fighters' NEXTream	Konami	FGT	JPN
35 Pm 598	Konami	SPT	UK
UEFA Gozza	Ocean	SPT	UK
Silirun Valley	BMG	ACT	US/UK
Wrecking Balls	Acclaim	PUZ	US/UK
Ken Griffey Baseball (Yes!)	Nintendo	SPT	US
July			
NBA Courtside	Nintendo	SPT	JPN
Forsaken	Acclaim	ACT	US/UK
Tonic Trouble	Ubi Soft	ACT	UK/US
Banja-Kaznare	Nintendo	ACT	UK

y spot on telease dates. yo	St Took 10	tric	tities
Game name	Publisher	Туре	Country
earlyCentipede X	Midway	SHT	US
spr. Jungle Emperor Leo	Nintendo	-	JPN
Mission; Impossible	Ocean	ACT	US/UK
Robotech	Gametek	ACT	US/UK
spr. Cruis'n World	Midway	RAC	US
sum.Body Harvest	Nintendo	SHT	US
F-Zero X	Nintendo	RAC	UK
Rampage Warld Tour	GT	ACT	US/UK
aut UEFA Sprog	Ocean	SPT	UK
Robatech	Gametek	ACT	US/UK
nov. Legend of Zettla Cell time	Nintendo	RPG	UK
wint.Unreal	GT	ACT	ŲS
Acciaim Span Societ	Acclaim	SPT	US/UK
Art of Fighting Twin	Ocean	FGT	UK
Attack!	Midway	_	US
Sinck Sumble	UbiSoft	ACT	US/UK
Earthworm Jim 3D	Interplay	ACT	US/UK
Extreme C-Y	Acclaim	RAC	US/UK
Flights of the UN	Video Sys.	SHT	JPN
Golf	Nintendo	SPT	JPN
Grand Prix Race	Video Sys.	RAC	JPN
Hybrid Heaven	Konami	ACT	JPN
Jungle Emperor Leo	Nintendo	ACT	JPN
Mirby's Air Ride	Nintendo	RAC	ALL
Manu Kombat 4	Midway	FGT	US/UK
NBA Jam 98	Acclaim	SPT	US
Pikachu Genki Dechu	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Quest 64	THQ	RPG	US
Quest for Camelot	Titus	-	US
RoboTech: Crystal Dreams	Gametek	SHT	US
Sim City 2000	Imagineer	SLG	JPN
Sim Copter	Maxis	SIM	US
Space Cinus	Ocean	ACT	U5/UK
Spooly	ICE	ACT	US/UK
Thornado	Factor 5	SHT	US
Turok 2	Acclaim	SHT	US/UK
Ultra Donkey Kong	Nintendo	ACT	JAP
VeRally 64	Ocean	RAC	UK
No release dala yet			
7th Legion	DMA/Epic	-	US

Game name	PARTA	Туре	Country
Band Engine Come*	Rare	SHT	US/UK
Buggy Boogie	Nintendo	RAC	JPN
Cavalry Battle 3000	JSS	RAC	JPN
Daikatana	Ion Storm	SHT	US
Dracula 🕩 (Castlevania 🙌	Konami	ACT	ALL
F-Zero X (add-on disk)	Nintendo	RAC	JPN
FIFA '99	EA	SPT	UK
Freak Boy	Virgin	ACT	US
CEX; Enter the Grow	Midway	ACT	US/UK
Ghouls and Ghosts 64	Capcom	ACT	JPN
Ikazuchi no Goto Ku	Seta	TAB	JPN
Jack and the Boanstalk	Nintendo	-	ALL
Joust X	Midway	SHT	US
Jikkyo Golf Tournament 98	Konami	SPT	JPN
Kindaichi's Accident File	Hudson		JPN
Knife Edge	Kemco	SHT	US
Legion X	Hudson		JPN
Loderunner 64	Bandai	ACT	JPN
Mother 3	Nintendo	RPG	JPN
Deputicy 66	Mindscape	~	US/UK
Puzzle Game*	Capcom	PUZ	JPN
Reason	Imagineer	-	JPN
Rugrats	T•HQ	ACT	US
Sim City 64DD	Nintendo	SLG	JPN
Space Jelly	Soft. Creat.	ACT	UK
Street Fighter 64*	Capcom	FGT	JPN
Silper Mario 642	Nintendo	ACT	ALL
Super Mario (IPC 2	Nintendo	RPG	ALL
Top Gear Bally 2	Kemco	RAC	ALL
Top Cour Rally 5400	Kemco	RAC	ALL
VR Baseball	Interplay	SPT	
Wetrix	Ocean	PUZ	
*working title only			

KEY			
ACT	ACTION	ROLE PLAYING GAME	
PET	FIGHTING GAME	SPORT	
SLG	STRATEGY	BOARD GAME	
SHT	SHOOT-'EM-UP	SIMULATION	
mag.	RACING	MISCELLANEOUS	

cut and send

T(O)N

vote n' draw

VOTE!

There's only one way we can keep trace of the games you're play near and what you want to play and that's If you tell us!

All we need are your five most played games of the past month, along with the five N64 titles you're most looking forward to.

And as if you needed any more encouragement, each month we'll be putting all the information Station voting slips into a big hat and awarding a spanking new Nod game to the first one drawn. Tell us which one you'd like on the slip.

PLANET		VFO	RN	ΛA
7.511.1-1	S S	tatio	on	Top 5

My live most played games are:	My five most wanted games are:	Name
		Address
		Post Code
		Game wanted





Nintendo Japan release new ma

aunched around the end of December, Nintendo Power hit the ground running with shots of the actual box the 64DD will come in. Not the machine, you understand, 'cause that

would be naff and totally old hat, but the box. An original slant on the plethora of 64DDrelated stories, I suppose.

Focusing on features. news and interviews with developers, the monthly mag made its debut with a price tag of ¥390 and Yoshi's

adorable little face adorning the front cover. Taking a leaf out of N64 Dream's book, it also included two full pages

of stickers for your cartridges and, just to make sure everyone understood that they haven't forsaken the SNES just yet, one page of those stickers were intended for SF memory cassettes. These are, in case you've missed it, the

blank carts you can take into your local convenience store and use to download the SNES games of your choice.

Continuing with the originality theme, the first issue, which less imaginative publishers might call issue 1, say, was instead proudly emblazoned with the legend 'VOLUME 0'. Of course.

Never mind the look at the box.



machine, let's just

Pikachu gets his own machine

he games press in Japan have been spending a lot of time covering Yamauchi-san's vision for the future, with extensive features trumpeting the expandability of the N64. Much of this has centred, of course, on the Pocket Monster games which are scheduled for simultaneous release with the 64DD unit and, inevitably - tiresomely - on Pikachu. So much so, in fact, that the latest Nintendo product is 'Pocket Pikachu'. Looking like a rounded-off Game Boy, Pocket Pikachu is the first in what is certain to be a very long line of 'communication games', emphasising constructive, nurturing gameplay over more conventional gaming elements.

Designed, according to the Nintendo marketing blurb, to be 'worn on the belt by boys and as a pendant by girls', the idea is that as you walk, Pikachu 'follows' you, moving around on the screen and growing up with you. Altogether



△ The future is... yellow and hangs round your neck!? If you're a girl that is.

now, aaaaahhh. You feed him on electricity, measured in Watts, which you garner by playing a type of slot machine game on screen, or simply by walking around with him. Watts, we are told, make Pikachu happy and bring the two of you closer together.

Released on March 27 and relieving you of ¥2,500, this overgrown Tamagotchi is the future of gaming. Possibly.



Mother 3

reatures, the team behind the second-most eagerlyanticipated N64 RPG, have announced that they've been working on an innovative new combat system. Head honcho Ito-san said recently that the system, on test since last year, was given a trial run when the team all showed up at the home of Shigesato Itoi, a renowned Japanese movie director.

After playing Mother 2 on his Game Boy, Itoi, decided he wanted to make his own game and this reached the Creatures team (via Iwata-san). Anyhow, the boys get together and give the 'revolutionary sound battle system' a go. Itoi was so enthused, he said "I told them 'Don't just sit there! Go out and sell it!" Praise indeed.

Itoi's game ideas, by the way, will be realised later this year in the N64 title 'Cabbage', another 'nurturing game' in line with Yamauchi's Space World speech.





Hongo-san speaks

Quizzed recently on the latest delay for the 64DD's release, Hongo san, head of PK at Nintendo HQ, Kyoto replies

"The hardware is mady now. But we're waiting so we can release Sim City and Aboket Monster Stadium at the same time – possibly Mother 3 too A March release is extremely unlikely." Pushed to reveal the pricing, he asserts "No, we won't be able to say anything definite until April." The 64 Oream staff, however, are betting on a June 23rd release and a cost somewhere between 9,800 and 12,800 yen. Brave tren, indeed.

Now the biggest game show in Japan, the twice-yearly Tokyo Came show attracted 120,000 visitors and 104 exhibitors last fall. Nintendo liave previously suggested that they may attend the event, but livengo-san is saying otherwise this menth:

There's a problem with the timing of the Tokyo show, and we want to focus on just the two big events, our big national festival, Nintendo Space World and E3 in the States. We realist the importance of the Tokyo Canic Show, but we just can't gear up in time, since it comes so cosely on the heels of our own event (Space World) in November.

Game Boy gizmo

The Pocket Camera, as seen in James. Space World report a few issues back, has been Jameshed in Japan with the ban of a TV adventising campaign Cashing in on the continuing resonation with 'Pri-Kla'

machines, the eyeball-on-a-credit-card will be a must-buy for anyone who



AN ENGLISHMAN IN TOKYO

Lets play golf happy together

Golf in Japan is not quite the outdoor sport you'd expect.

omeone has been paying attention. With 'Minna no golf' (Golf for Everyone) topping the PlayStation charts for several months late last year, it was just a matter of time before one of the Nintendo gang cottoned on. Enter T&E Soft, with their evocative 'Masters' '98'

'Masters '98' golfing delight.

Considering that golf doesn't get much more complicated than hitting a small ball a long way ahead of you, then walking after it, it's

surprising how many developers have made a hash of recreating this exalted pastime. Golf is, you see, something of an obsession for millions and millions of Japanese. Not that it's really golf as we know it - the extreme lack of space in this country means that for the vast majority of golf fans, playing on an actual, real-life golf course is no more than a fantasy. Then there's the cost: you're looking at selling the family silver, home, car, Gunners season-ticket and possibly one or more of the kids to meet the bill for the annual club membership.

To compensate for this dispiriting paucity, every major population centre is littered with driving ranges and practice nets. These are more often than not perched atop high buildings and afford a very odd sight - for a long while after arriving here I thought Japan was a nation of pigeon fanciers or budgie breeders or something. I know plenty of people here who buy a very expensive set of top-flight clubs, deck themselves out in the swishest designer-label golf clothes, load up their 4x4 RV with themselves and their kit, then drive a mile or so down the road to their local health club to practice all day in a basement practice net, not much bigger than their own living rooms.

Naturally, some people do manage to get out to real golf courses and I also recently had this privilege. The most fascinating aspect of the day was the number of golfers



It's not quite St.
Andrews but they don't seem to mind...

who, and I'm being kind here, were complete and utter hackers. More than once, we stood waiting at the tee while the athlete in

front, who clearly possessed the

manual dexterity of a water buffalo, would carefully tee-up, take a few deeply impressive practice swings, then launch himself wildly at the unsuspecting ball with an action resembling someone drowning on the High Seas during a force-nine gale. After expending this monumental effort, they would strain forward, squinting toward the green whilst, about 6 yards away, at an angle approximately perpendicular to their line of sight, their recently abused golf ball was skipping to a well-deserved rest.

Happily, Masters '98 will fill the gap in Japanese golf fans' lives with its fluid motion-captured players, delightful sound effects and lush greenery. They may not get to savour the fresh air experiences usually associated with the real game, but hey, it's as close as they're going to get.



...And if you're lazy then p'raps this is the answer.
See the review on page 62.



LEARN JAPANESE



Golfing in Japan? Here're all the phrases you might need...

ゴルフ gorufu = golf

練習 する renshu o suru = practice

いいショト
ii shoto! = 'good shot!'

えっ グリーン に 乗った

e?! Guriin ni notta = 'good lord! You're on the green!'

あれ!コースの業料は幾ら?

ARE! Kosunogyuryo ■ ikura? = 'the course fees are how much?!'



NBA PRO 498

Konami's second sports game. As great as 15564? GO TO PAGE 41

BREAKAWAY '98

From the people that

brought you Turok...



NHL



IMPORT ARENA The games they're playing in America and Japan.

SNOWBOARDING



Quite a departure for Nintendo, and one of the most stylish N64 games yet. Gnarly!

GO TO PAGE 56



AUGUSTA MASTERS



Better than the Glory of St. Andrews, but there wasn't much

GO TO PAGE



HOW IT WORKS

GO TO PAGE

Fearn 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They we been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

What those categories mean

🧐 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

LIFESPAN

At £60-plus ■ go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely

The big score at the end is basically, in as scientific fashion as possible, how much fun the game's going to give you. Look to the left to see how this works

Team

This month, the Pocket Camera has allowed our reviewers to make the personal changes that they've always wanted.



James Ashton

"This handy bolt through my neck has allowed me to utilise the power from lightning" says James. "I'm finding being editor a bit of a draining experience.' Game of the month: 1080°



"Considering my great age", mumbled Wil, "I think I'd make a very fine owl. Twit-twoo, twit-twoo." (Sound of straitjacket being re-applied.) Game of the month: Mystical Ninja

Tim Weaver

Swearing boy Tim had no hesitation. "A mouth zip would help me stop swearing, especially when my controller pak wipes my Goemon game save position Game of the month: Mystical Ninja



Paul Jarrold

An unfortunate reliance on British Rail has left Paul needing an alternative way of getting home of an evening, "I need to fly", he said.

Game of the month: 1080°



Jes Bickham

"I'm running out of ideas for new top ten hits for me and my group Aqua" Jes confessed. "I wish I could think up some more.

Game of the month: Fighters Destiny



Andrea Ball

Andrea decided she'd like collagen implants. In her lips. The results just go to prove that you shouldn't mess with Mother Nature.

Game of the month: Snowboard Kids

Also starring

James Price - Could've been Millhouse. Dean Mortlock - Could've been Dr. Doak. Dan Nowell - Could've been magic.





Troublemakers





This is Goemon's standard weapon, holstered in his inventory from the start. Basically, the requirements are a push of the B button close to enemies. Be wary of two-hit enemies, mind, as successive hits with the pipe take longer than expected.

SAW HAMMER

There're three different levels of Saw Hammer, attainable as you progress through the game. But the default hammer (ready and waiting in your inventory from the start) is actually more of a run-ofthe-mill mallet, working in ■ similar fashion to Goemon's pipe, or

CHAIN PIPE

The first, non-standard weapon in the game, Goemon can get to it in his very first venture outside of Oedo, up the mountain. This turns out to be especially useful later on when you start having to cross unjumpable gaps via the star boxes. Sound confusing? Don't worry, it'll all become clear.

MEAT SAW HAMMER

This upgrade is more powerful variant on the default weapon and is situated through the right hand door of the bouncy-platformed room, in the Festival Temple Castle. Every time you defeat an enemy with this you get a bonus dumpling which restores your energy.

MEDAL

weapon

weapon

weapon

Fal ninja brills

Standard inventory fodder for Goemon, these Medals are actually the coins you collect in the game. It's worth remembering that every time you re-enter a room, the coins will regenerate, even if you've already collected them. Sneaky, no?

WIND-UP CAMERA

This handy invention allows Ebisumaru to make previously invisible things visible. So, by simply pressing the B button he can turn the ghosts in Ghost Toys Castle into big white sheets (and, with a quick change to his mallet, whack them into submission). And, fortunately, you obtain the camera from Ghost Toys Castle by playing a fantastic crane game



which is fairly similar to those teddy bear crame games they have at beach fronts and amusement parks. Except, in Mystical Ninja's, you have to physically step on the forward/backward and left/right buttons. Top stuff.

MEDAL OF FLAMES

Collected after walking the big plank-like body of the blue Dragon and killing the sub-Boss at the end. To use, simply hold down the B button, watch the magical sparkly bits twinkle around Goemon and then raise a smile as a golden glow shoots off, destroying anything worth destroying. Both are a little inaccurate, so are best used against stationary objects

SUDDEN IMPACT MAGIC

Sudden Impact Magic Power doubles Goemon's power-up allowing him to move objects that would normally prove too heavy. Be a bit careful when taking on enemies, though. With Sudden Impact on the go, he takes twice as much damage too.

MINI-EBISU MAGIC

Mini-Ebisu Magic Power allows Ebisumary to shrink in size, handily meaning he can pass through mouse-sized holes in the walls. This proves particularly necessary in Festival Temple Castle, hidden behind the closed doors of the Spa.

Oedo Castle



After attaining Goemon's chain pipe from Mount Fuji (complete with slinky-style enemies), you have the vital tool to take on Oedo Castle, which has been

> transformed into an alien base by the Peach Mountain Shoguns. Your task is to save the Lord and Lady of the castle and, in return, they give you the key to the city, which allows you to progress onto the Impact section.

> The actual castle is littered with star boxes and the point of these soon becomes clear. Get to the edge of one platform, press B, and watch the chain shoot across the tiny canyon, attaching to the star box across from you, and

pulling you across the gap. (Fact 1: The star boxes in the Japanese version didn't actually feature stars at all but the Hindi symbols for peace which happen to be upside-down swastikas. Fascinating, no?)



KATANA

The Katana is Yae's standard weapon, available from the moment she joins your party, at the beginning of stage two.

SWORD SHIELD

This cunning addition to the young lass's inventory allows her to protect herself from enemy attacks. She can't manoeuvre herself about when doing this but, by holding B, you can maintain a shield for as long as you choose. This becomes available a short time after the destruction of the third boss.

YAE BAZOOKA

The perfect long distance weapon, the Bazooka costs a single ryo's worth of medals with every shot and by holding B you can even get an automatic lock-on to appear. This, though, costs an extra two rvo's. You'll find the Bazooka in the submarine section, about threequarters of the way through the game.

KORYUTA'S FLUTE

Not so much a weapon as a handy way of moving from place-toplace, the flute is given to you after you defeat the boss at the end of the blue dragon, Koryuta. Then, by simply getting Yae to play it, you can summon up the dragon again and travel to any location you've previously been to. Very handy later on.

MERMAID MAGIC

Oedo Castle is a fairly linear level - a

cunning ploy to lull you into a sense of

Mermaid Magic Power, which means Yae, in true Darryl Hannah fashion, can trade legs for fish tails and swim underwater. The process of using your flipper under the surface is easy: hit A repeatedly to swim and B to perform a dash attack.

KUNAI

A severe-looking souped-up razor blade, the Kunai can be upgraded three times during the course of the game (each upgrade rendering it more powerful). The first version is in your inventory from the very beginning and it only takes a couple of slices to ward of the attentions of

KUNAI OF SEVERE COLD

An excellent addition to proceedings, the Cold Kunai enables you to freeze red hot moving platforms in the Festival Temple Castle. It can also be used generally to turn troublesome enemies into ice blocks. It becomes available to Sasuke on the high platforms above the

FIRE CRACKER BOMB

Costing one ryo every time it's used, the Fire Cracker Bomb allows you to destroy cracked stone doors, which occur around the edges of the Festival Temple area, and cannot be demolished with any other weapon. This comes standard in Sasuke's extensive pockets.

HAIR ATTACK

The perfect way to take out the strange paper-faced enemies in Festival Temple, by pressing ■ and Z, you can make Sasuke's hair shoot up on a white pole. The wonder of a toupé, eh?

FLYING MAGIC

Flying Magic Power gives Sasuke the chance to leap (with the help of wings) to previously inaccessible places. Later on in the game, at the stage atop Mount Fuil, this becomes something of a necessity.



damage. After about five or six hits, he adds a four-way laser to his repertoire and the only way you can avoid being hit is by leaping over them as they spin round.

Boss!

Before you enter the Boss arena, make sure you pick up the cat and health. The Red Skeleton's attack patterns are fairly easy to master but that's not to say he's easy to kill. The best weapon to use is Goemon's chain pipe and the skeleton's weak spot is the red blob on his

chin. He'll shoot fire out

of his mouth and whilst

doing this he's invincible,

so wait before attacking.

He'll flash if he's receiving

Lush fire effects to rival those in Tupe Mario 😂 itself. Goemon is a technical marvel

MHY'S THAT



weapon

magi







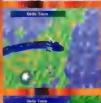
complacency - but, as with much of Mystical Ninja, you've got to go backwards to go forwards. If you see what we mean. This is particularly true of the keys in the castle, which often require you to explore side rooms, or track back



A BIT OF A DILAG

this, then, who convict cores in and whipping by week claces but in almost came up, all routher to be have a quice parporter be old futer in a the green-haired cores who will be given the same to cross a known and the same to cross a known as the s









A fantastic out scene readys you for your light as the controller of Goemon Impact, And the sang? Well it's another Interesting one.



... And, as if by magic, here he is. The role of Impact is a little bit bizarre and, for those uninitiated in the workings of the *Goemon* series, his appearance here is going to seem little more than an excuse for another utterly freakish song. But, him turning up at this pre-Boss juncture is actually quite predictable as, in all previous *Goemon* outings (since the second SNES game), he's done the same.

However, the magic of 64-bit allows for m far more impressive entrance and, to the accompaniment of the song ("I am the best, yes, Impact!"), he sucks up Goemon into his mechanical guts, readying the both of them for m battle against the Wartime Kabuki Robot, Kashiwagi, who fancies some.

Whatever that means.





Impact!

To tot up his energy, Impact needs to compete in this massdestruction of a level. (Which has to be played every time you die and want to return to fight Kashawagi.) Basically, the idea is to

burn it along on rollerskates, smashing up houses, enemy cannons and traditional Japanese highrises, earning yourself points and energy for every smashed piece of architecture. Blast Corps with a scary-faced loon? Sort of, except, you've got to try and avoid gaps in the ground and mid-height bridges. Your reactions, as the hulking great Impact, are that much slower so jumping has to be done in advance. (Try to keep to the lower buildings – the taller ones slow you up a bit.)

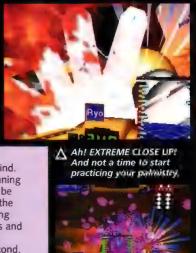


And here is your enemy looking blighter. Ryo

So it's best to keep hitting repeatedly in the face, with an extendible rabot arm. Obvious really.

Kashawagi

The big robot takes some putting down, as documented previously in N64. But, until you actually come to the contest, you don't realise how many different moves you have available to you. Actually, by combining the A and B buttons you can produce some pretty nifty combos and, in conjunction with the right shoulder button, you can reel Kashawagi in and give him a severe whacking round the chops. In fact, using that process of sending out your chain-arm and bringing him into you is the best way to knock points off his 1500 hits. (You, in contrast, can only have a maximum of 500.) There's two things to watch out for, mind. The first is Kashawagi's humungous missiles, both the spinning tops and the standard doodlebug-style bombs. These can be destroyed via a couple of fist hits. Slightly more ticklish is the second problem of his hologram, which appears in sparkling pink form and zips about in front of you. Hit it three times and it disappears (coming back a second time later on) and by ensuring you don't go to punch him until the very last second, you should be alright. I am Impact. I am Machinery. I am a Metal Being. Yes.



The Festival Temple Castle is a sublime example of platforming prowess and a good indication of what to expect from the game. It's also considerably more challenging than anything that has come before in Mystical Ninja. To enter, you first need to locate Sasuke and his Fire Cracker Bomb (clue: after the second boss, seek out the desert, and the roll of film, and take a picture from the top of the tree in the lake) and then work your way into the cave on the outskirts of Zazen. Then, and only then warrior, can you destroy the cracked stone doors that hide the level. (Different strokes for different folks, see?)

Festival Temple is actually quite similar to some of the sections in Mario 64, except - in keeping with the style of the game - it's somewhat more (how do you say?) odd. (You only need get to the huge waterfall room and then the platform-to-platform fish to realise that.) It's also one of the few stages that truly requires the skills of your entire party, one after another. When Goemon's not whipping about the multi-levelled arenas via his chain pipe and the star blocks, Sasuke's freezing red hot platforms with his Kunai of Severe Cold. And, of course, to get into the the level in the first place, you need to use Ebisumaru's Mini-Ebisu Magic.





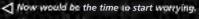


Boss

Some of you familiar with the SNES Legend of the Mystical Ninja will recognise this boss as being the Ghost Lady. Here, of course, she's a good deal more impressive, hovering translucently as your character gawps up. It doesn't really matter who you use to play as, as the only thing you need to be able to do, is hit her shiny discs back to whence they came, i.e. her. First, she'll throw off green coloured discs, which you must avoid by pelting them round the circular arena. Then, she'll fire two red discs. Hit these back to her and they'll thwack her in the head, causing a ripple of an explosion. You need to do this nine or ten times before she decides to get violent, chucking explosive discs down towards you. Try to avoid them as best you can, all the while continuing to hit back her red discs, and she'll eventually wilt...



through glory.



The explosive discs start to rain down and the explosion effects start to fill the screen.





Weird!

So, the newest addition to the Peach Mountain brigade is revealed. Lily, or Mysterious Woman as she's initially known, is possibly married to Mysterious Man, although (at this stage) you're not really sure. P'raps their just mates. Anyway, apart from being as tall as the ceiling, she seems fairly harmless but speaks rather oddly, ending every sentence with "la, la" as though trying to ... stage ... the ... ultimate ... musical. Gulp.



Sub be good to me Like Maria, Mystical Ninja breaks up the play with some fabulous subgames. Often these spell the half-way point between basses or point
lowards the next part of the quest. In a roundabout way...

Koryuta the Dragon









This little blighter takes a bit of mastering. After working your way to a Travel Bureau besieged by the dragon of the title, Goemon is whisked off to the body of Koryuta, and made to fight his way along to a mini boss. The task is made harder by the fact that the dragon swings from side to side,

making enemy attacks harder to judge. However, once at the mini boss, use your chain pipe to catch him from a distance (all the while avoiding those troublesome metal ball-things he fires). The prize for successful completion is Yae's flute. Useful, indeed.

Fisherwoman



This lovely lady sets you a bit of an odd challenge, in exchange for information on how to defeat the guard of the gates to the city. After collecting three blue fish, five yellow fish and eight pink (they're actually red) fish from the river around her prime fishing spot, she will hand you a block of wood which (as

you'll see in a moment) is fairly useful in helping you to progress. Later, you have to come back to her, she'll appear as a really tiny version of her previous self and she'll lead you to the second boss's palace.

Guard of the gates



And, here is the Guard of the Gates. He's a big bloke and won't let you through unless you allow him to challenge you in a scrap. And this is where that wooden block you got from the Fisherwoman comes in handy. Simply lob the block towards the guard

at the instant he hits the ground. You have to do this three times and he'll keel over - embarrassed, begging you not to tell anyone - but he also has a tendency to block your efforts if your timing's off. Oh, and there's a time limit as well, just to complicate things a bit.

The main point with this version, of course, is that it's in English and, therefore, unlikely to present the same sort of problems the Japanese version did. The story - in all its utterly outlandish glory can be presented in full technicolour and your conversations with the various participants tied in to that. But, pleasantly, this makes Mystical Ninja no easier. Especially as, during longish bouts of chitter-chatter, the clues you're given don't so much tell you where to go as hint at what to do next.

Also, we believed we got 50% of the way into the game on its original release and, here, we've passed that point after some concentrated play but, crucially, (thanks to the wonderment of deadlines) not quite finished it. We're almost there. Almost. But, agonisingly, not quite. And, that's another ripe blessing: this game is HUGE. Or at least insists on enough exploration and fabulous sub-games that you're quite often going sideways in order to advance.

It's a clever game, not only because there's simply so much to do, but because you're never quite sure what's going to come next. Mini boss? End-of-level boss?

Ludicrous sub-game involving a big yellow man and some falling shrinking pills? Erm, yes, quite. Mystical Ninja is a supreme example of game invention, swamping proceedings with strangeness and playing, looking and moving with all the beauty of a blue-haired Mario 64.

Indeed, in its efforts to equal the achievements of Nintendo's premier N64 outing, it's actually quite successful. But, it's an action RPG! Nope. It's not. Not really. It's more like Mario 64 with talky bits and - for that reason alone Mystical Ninja has a good deal more universal appeal than it'll probably get credit for. One piece of advice: don't presume that this won't appeal to you. It just might, you know.

The feel of the game is actually quite old school, heralding fairly exactly back to the days of 2D Goemon. This is often reflected in the puzzles and tasks at hand (which aren't particularly difficult) but, due to the restrictions of 16-bit, the freedom of movement we enjoy here was never possible in the original games. Additionally, there's the bosses which are not only an astronomical leap from the SNES and NES versions, but a stunning demonstration of what the N64 is capable of. Especially the two robot battles.

which aids the overall package no end. Perhaps Mystical Ninja's only real fault is its camera. Unlike Mario 64, there is no Lakitu to ease your platform-hopping worries. Instead, it opts for an automatic perspective that swings behind you every time you remain stationary for a while. You can zoom in and zoom out, and also view your arena from time to time, but neither of these offer any real antidote to the problem of 'camera sticking' (the old, camera-can't-move-round-becausethere's-a-wall-in-the-way problem is here

tour as they do a necessary part of the

been exactly recreated.

game. And, according to some paintings in

our office encyclopaedia, the time capsule that is 16th Century Japan appears to have

The translation is still a bit suspect

(Konami promise this will be sorted prior

to its release, here) but at least there's no

hideous Americanisms (except for a single,

translation from Japanese - instead of the

usual roundabout, via-the-US scheme of

maintain its traditional Japanese charm,

wretching "I'm gonna kick his butt").

Indeed, it's more likely this is a direct

things - allowing Mystical Ninja to

for all to see)

And, really and honestly, because very few of the jumps are simple (to the side, above and below is the least of your worries - try moving platforms, and moving platforms that either move very fast or only appear once every ten seconds), you're left trying to fiddle with the camera perspective so that you can solve your cross-canyon worries. (It's probably at this point that you get a reminder of just how good Super Mario 64 really is at this sort of thing.) Thankfully, though, you can become atuned to the way Mystical Ninja thinks and moves and the glitchy camera tends not to affect proceedings as much as it might have.

Overall, though, this is just the ticket for N64 owners awaiting a bridge between Mario 64 and its sequel, and a perfect example of how well the machine can be used by third-party developers - if they work at it. It's great to see Konami back on form after the Nagano disaster, and the slight non-event of NBA Pro. Hooray for them and Hooray for the N64's new bluehaired hero

TIM WEAVER



/ISUALS

A disappointing camera means you quite often won't get the view of the levels you'd like.

SOUNDS

Nothing boundaryreshaping but the plinkplonk plinketyplonkness will bring back memories from earlier SNES versions.

MASTERY

With English instigated, the game's conversation and clues are allowed to flourish and, with some idea of what you're doing, you'll find this irresistible.

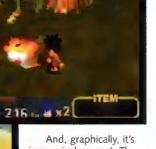
LIFESPAN

It's not a hard game but it's a big one and, thus, there's plenty to sink your teeth into

RDIC

This is sprawling, enjoyable adventure that works its socks off to square up to Mario.





impressively expert. The 3D environments range from the pretty to the absolutely wondrous and, apart from some lazy 2D trees that spoil the rotund feel of the landscapes. Goemon's wanderings quite often prove as fascinating a sight-seeing

1079 2 2 2

If you think those spiky things look dangerous, you'd be right. Avoid them Goemon prepares to accost a wundering

old man. Gently, we hope



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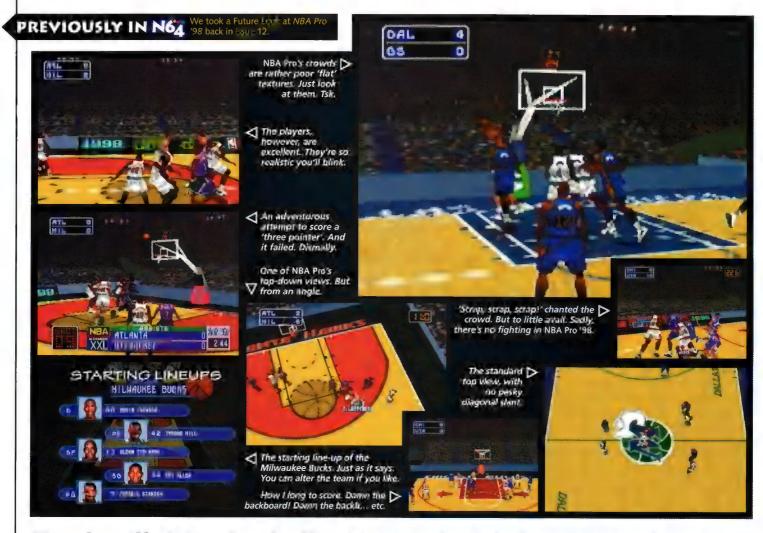
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Dunksville! Basketball - Konami-style! - comes to your N64. But, is this everything-but-the-kitchen-sink effort a Hangtime or a Courtside...?





win your first game

Basketball may be a team sport, but NBA Pro '98 rather encourages heroic efforts from individual players. Indeed, it's possible to score more points by performing solo runs on the default skill level than it is to use patient passing play. But simply legging it down the court is often not enough. Let us guide you through your first match...

It's important to remember that there are two kinds of run your players can perform. The first, activated by the N64 pad's trigger button, is the standard dash. The other can be used with a tap of Bottom-C. This is faster sprint, best used to pass opposition players blocking your path.



As every able body on the court is a possible obstruction, running sideways will have you colliding with another individual in a worryingly short space of time. Therefore.



across the court. As NBA's artificial intelligence is geared

it's better

to move in

diagonal

bursts

towards blocking rather than tackling, players will find it hard to make any challenge for possession of the ball.

Passes are handy when you find yourself obstructed by a number of players. Don't bother with dummy moves - the console Al rarely falls for such trickery. Simply aim the joystick in the direction of the appropriate player and let fly. Be aware, though, that excessive passing can waste valuable time. Leads are generally gained through offensive mistakes, rather than the defensive frailties.



When attacking the opposition basket, it's wise to make a dunk attempt from a frontal position. Alternate between running and walking and it's fairly easy to confuse your opposition, getting a clear run for an easy two points. Remember to use the player with the best shooting capability to take three-pointer attempts.



Defending is especially difficult for the NBA Pro newcomer because the game doesn't automatically switch to the player nearest the ball. The best solution is to move the player under your control in front of the basket. By simply obstructing any potential goal attempts, you increase the chance of the opposition



incurring ... shot clock penalty. It's wise to tackle when you can, but be aware that it's very difficult to wrestle the ball from stationary players.

PHATS 'N' FIGURES

Like American football and baseball, basketball encourages an almost obsessive stat fervour in Stateside fans. It's not surprising, then, that NBA Pro '98 is packed to the last meg with all manner of facts and figures. It even features snapshots of many bigname players.

Those who wish to do more than observe various collections of figures from the '96-97 season, can actually change the composition of their chosen team. It's possible to transfer players between teams, strengthening your squad. You can release current players (resigning them at a later date should you so wish), court players overlooked by other teams and even snap up basketball heroes of your own creation. Of course. such detail comes at a cost - to back-up NBA Pro data you'll need to sacrifice an entire Controller Pak.





NBA Pro '98 KONAMI £55

asketball was invented by YMCA instructor Dr. James Naismith in Springfield, Massachusetts in 1891. His intention at the time was probably to invent an activity that combined solid exercise with mind-engaging rules. Apart from the obvious lack of PE merit, we think that Dr. Naismith would like Konami's electric tribute to his game; he'd have appreciated its open gameplay and careful balancing of the need to both

simulate and entertain. With extended play he'd perhaps criticise its artificial intelligence, before confessing that he always preferred netball, actually. But then again, perhaps not...

Despite their dip in form with Nagano Winter Olympics, Konami obviously take a great deal of pride in their games, as NBA Pro '98 demonstrates. Known as 'In The Zone' in Japan and on the PlayStation, NBA Pro has been redesigned and updated so as to better suit its new platform. It's a

polished release but not, however, without its fair share of faults.

Visually, Pro boasts accomplished animation - its player movement is fluid, well designed and realistic. Sadly, the same cannot be said of its courts and crowds. Functional at best, the crowd is a static backdrop. And does everything have to be quite so fuzzy? You half expect to hear the announcer pipe up in a turn-of-the-century



the crowds are

dwnp, though,

GOOD VIBRATIONS

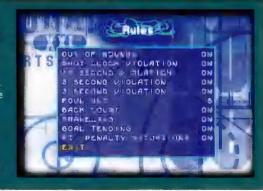
NBA Pro '98 is compatible with Nintendo's Rumble Pak. While this is a good thing in many respects, its usage of forcefeedback hardware is rather unusual. Its primary usage is to accentuate dunks and, as a result, most vibrations appear somewhat divorced from in-game proceedings. Maybe a system based on physical contact alone would have been a far more effective idea - but perhaps that's something for consideration in NBA Pro '99.

HOWTO... break all the rules

For the casual basketball fan, when Pro's conton to disable various game rules is a wilcome from a You can remove the various timer persulties, such as the shot close and it is a so possible to turn off basics such as the had count rule. Best of all, this ability is a standard collon on the main mend—you don't need to tao in mind-numbing button combinations to after each game law.

It's important to note that this ability isn't a 'cheat' of any description. By switching any particular rule on or all, you also give your appoints the same advantage. So, for example, if you find it difficult to tackle, it wouldn't be wise to turn off the shot clock rule — unless, of course, you enjoy the idea of frantically defending until each quarter ends.

For those unfamiliar with besketball, an ideal setting would be to disable the 'back court'. 'travelling' and the timer violations. This makes NBA '98 faster and controlly more playable for those with little patience.





VISUALS

The players are excellent.
The crowds are awful,
though – and the courts
could be better.



Um... was there any sound? Squeaks and poor music, as I recall.



Other basketball games would struggle to rival its player animation.



Plenty of options, the ability to alter players and an all important multiplayer option. Mmmm.

VERDICT

Good, but hardly brilliant. The question is: do you *really* like basketball?



London accent: "Cor, it's a right pea souper 'ere tonight, and no mistake. Young Pippin can't be playing for the Bulls for this match, on account of all that plague we got goin' on. Roll on penicillin, that's what I say."

Aside from the graphics, we're not particularly comfortable with NBA Pro's artificial intelligence, either. It appears too rigid, applying pre-written formulas that make play against N64-controlled opponents predictable. Ok, so any form of CPU-driven opponent will inevitably lack the imagination of most flesh-andblood players, but we still want to be surprised occasionally. We want the teams to adapt their play to counter our attacks. We want the Chicago Bulls to realise that we're using one particularly skilled player to score three point baskets from outside the area, and to mark that man out of the game.

As the saying goes, practice makes perfect, but changing character in NBA

Pro is the exception that disproves the rule. The game relies on the player to do this themselves, and no matter how accomplished one becomes with manual selection of defending players, it's still never easy to protect your basket. A list of minor complaints could continue. And, indeed, it shall.

Boom-shaka-lak! The speed of NBA Pro's players is measured in digital terms, not analogue – there are separate run buttons. You may as well be using a standard D-pad. Tsk. Other problems also annoy:

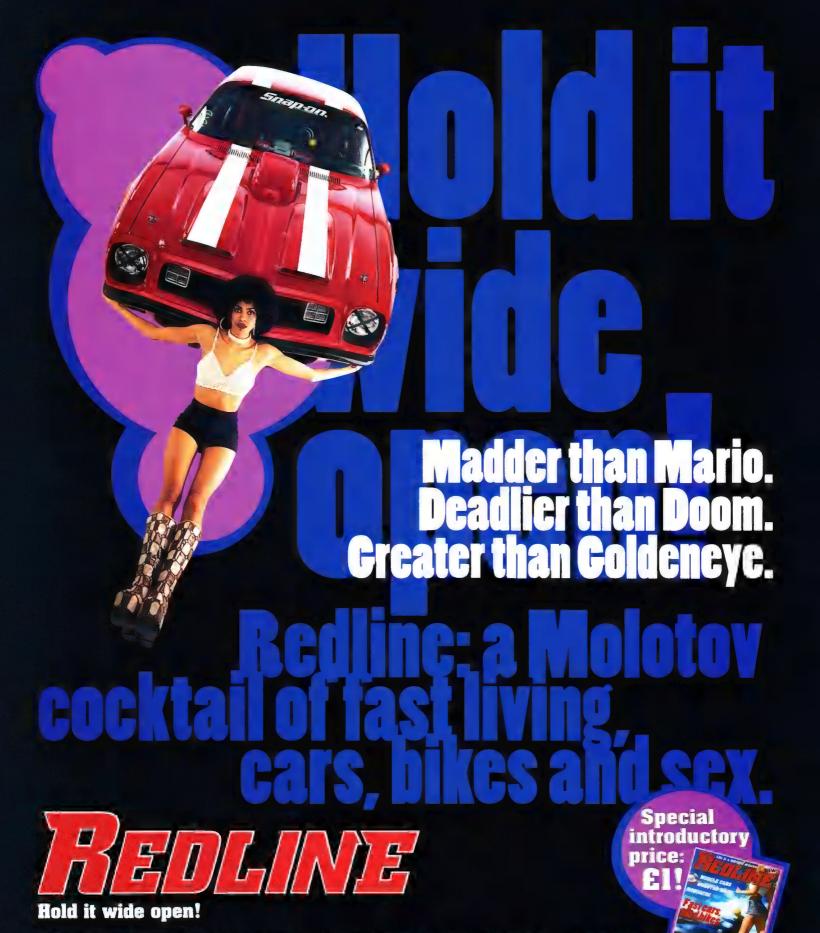
Boom-shaka-lak! You have to sit and wait for ages while your opponent takes penalty shots.

Boom-shaka-lak! Players are solid barriers. Touch them at all, and your run is brought to a halt. Trouble is, your own players get in the way, too.

Boom-shaka-lak! Get out of the way! Oh no! A city centre-style gridlock around the opposition goal! If this review seems rather over-critical, Konami have only themselves to blame. By creating a new benchmark with ISS64, they widened the gulf between truly great and merely good sports games. NBA Pro is in the latter category. Bright but not brilliant, semi-professional but not pro, Konami's basketball game is still, however, far better than NBA Hangtime.

So, with only one real competitor available for the N64 (until Nintendo's Courtside in the summer), NBA Pro becomes its finest basketball game more by default than design. It's not all bad – far from it. Multiplayer games (with up to four players) can be very enjoyable, and there are a lot of options to tweak in order to suit your individual tastes. But the '98 attached to the NBA Pro name suggests we'll see a seasonal update this time next year. Should its developers learn from this year's mistakes, that could be the basketball game to watch out for.

JAMES PRICE



ISSUE 1 ON SALE THURSDAY APRIL 23RD





Who ever said that Nintendo didn't listen to its Western fans? Look! They've bought up Snobow Kids especially for release over here and it's even better fun in English.



JUMP STARTING THE CLE MAN

Bearing in mind that the races in Snowboard Kids tend to be retinaburning, seat-of-yourpants type affairs, jumping the gun at the start can sometimes make all the difference in that vital first race to the ski-lift. As with Mario Kart, Diddy Kong Racing and all the others, it's just a matter of timing. Wait for the Santa look-a-like to float into view, point his pistol in the air, and then hold forward and press "jump." If done correctly, your little racer will bunny hop into the lead and you can manoeuvre him into collecting shed loads of coins for later

Don't whatever you do, though, keep jump pressed in before the start. Your snowboarder will flip head over heels thinking it's time for Stunt Masters, and everyone else will just bog off down the mountain, leaving you with a mouth full of vellow snow







espite numerous outings on other formats, computer game snowboarding has yet to be really, well - you know - much fun. The question up to now has been: can falling down mountain strapped to a plank really be a rewarding electronic experience? Given the N64's first brush with the sport - Nagano Winter Olympics - 'no' might well have been the answer formulating in many people's minds.

However, in the nick of time, a game has arrived to cast away all those doubts - a torch to relight the flickering flame of N64 winter sports. For if anyone believed that snowboarding wasn't eventually destined for N64 greatness, Snowboard Kids is a triumphant contradiction.

Snowboard Kids is the new - and only slightly different - name to the super cool Snobow Kids which we had the delightful pleasure of reviewing on Japanese import back in Issue 12. Coming, as it does, from Atlus (who?) we weren't expecting much of it and we were genuinely chuffed to find that we had a bit of gem on our hands. Now that everything's in English, we can understand even more of what's going on, and the past couple of months spent playing it have not dulled our enthusiasm.

Why should we be thankful that the Kids have come to fill the gap left by 1080°'s ludicrous Christmas delay? You'll be wanting

to read on to find out that...

STUNTED

We're indebted to a Alkan Hassan who wrote to us via E-Mail to clear up a few points about the stunts in SK. Let's hand over to him.

"Firstly (as your review pointed out), by holding down A and locking your steering you can perform a basic stunt by moving the control stick, and letting go of the button, just as you reach the lip of the jump.

"However, pushing any of the four C buttons, while in the air, makes your boarder hold his board at the front, back, left or right which can also earn you hold your board for a long time and do a spin, you'll earn around \$190."

Since we've had the PAL version of the game, however, the game's training mode has become far more informative. Playing through it, we've found out that each character has a 'Special Move' stunt whose successful completion will earn \$250. Now all we have to do is find the moves...









TOP COURSE-BY-COURSE SNOWBOARDING ACTION!

Don't waste your time plotting out the games courses with hexadecimal graph paper, protractors and that gaudy-looking compass your Mum bought you when you started "Big School." No, you just sit back with a nice mug of hot chocolate, a big slab of chocolate cake and your comfiest slippers and allow N64's legendary guide to the slopes show you where it's best to go on the piste.

ROOKIE MOUNTAIN

From its location high up in the Appalachian Mountains (possibly), Curu Curu offers a gentle introduction to the world of





Snowboard Kids. The course is very self-contained so you shouldn't find yourself plummeting down some huge abyss and the laps are fairly short and sweet. Tips wise, there's not really much we can say that won't come naturally with practice. There are no real "alternate routes" to the course, so all you need to worry



BIG SNOWMAN



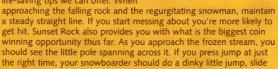
Things get a bit more challenging from here on in as "Big Snowman" throws in its fair share of points from which you can skid off, for some time-wasting crash activities. There's also a fair amount of weaving to be done as well, due to the tricky rock formations and Douglas Pine fir trees all over the place. It's still fairly straightforward and coming back to tackle it after the likes of Grass Valley will seem tame. But placed as it is, second track in, it should teach you all you need to know for the game ahead.



SUNSET ROCK

This one's a bit too scary for our liking. Oh sure, the legion of Pingu waggling about the place look endearing to start with, but after a while it starts to get a bit too much like Alfred Hitchcock's "The Birds". Everywhere you look there seems to be hundreds of the little blighters staring ominously as you glide past. Brrrrrrrrr!!!!

Again, the "shortcuts" are conspicuous by their absence, but there are some basic life-saving tips we can offer. When





NIGHT HIGHWAY

With a beautiful view of the city at night, Highway is recommended park-up territory. It's also a bit of ■ fave with those who like to perform stunts as well, as it's absolutely littered with jumps and ramps. There are three shortcuts you can take advantage of. The first one and the third one both cut off sizeable chunks of the course and providing you slow it down big style, you should have no problem swerving your snowboard into them.

The second shortcut, however, is the real conundrum. It's an absolute swine to get into and requires you to angle your board about three days in advance. But make the leap and what do you get? A few extra coins and that's it. You may look flash getting in it but you feel a bit of a mug when it finally

spits you out further down. One final note, the big long windy S that looks a bit harrowing on the map screen, should actually prove to be a doddle as you should have the knack of steering by now.





GRASS VALLEY

Oh! You slide down ■ hill, ■ very big hill in the country. With beautiful flowery fields, coastal view and bears (doing what bears do best) in the woods, Grass Valley is as far removed from the real snowy world of snowboarding as you'd think was possible It's more like that sliding down a hill on m big plastic bag nonsense that you used to get up to when you were about ten. As with "shortcut two" on Night Highway, the alternate routes down the mountain seem strangely longer and harder to do. They're full of tricky leaps and twisty turns and generally have you pulling

QUICKSAND VALLEY

While it may not look too impressive on your

mantelpiece, it will grant you access to the first

Win Gold on all the above tracks and

you'll be presented with a copper pass

(Copper? I thought there was lots of

money in this snowboarding lark?)

extra track

stupid faces as you throw the joypad about. In fact, the only use we could think of for them is that they make ■ nice respite from the harrowing, battle-based antics of

your opponents. General tips are of the usual, stay away from the edge, variety. But, you'll want to take the first corner, after the ski-lift, in ∎ big wide motion. Anything less and you'll splatter on the nice picket fencing







DINO PARK

Whilst not quite as action-packed as Jurassic Park, at least in Dino Park the rides don't try to eat you. It's ■ nice and varied route but it's also ridiculously hard; the first few times you conquer it will be out of sheer fluke rather than any consummate skill you may think you possess.

There's something of a coin drought so it's best to take the righthand ramp, near the start, which gives you plenty of dosh. Despite what the "In" sign says, it's impossible to gain access to the railway line here, which is a bit of a swizz. Again, we're back in "no proper shortcuts" territory. There is one little loop you can take in the dinosaur enclosure but that's about it. The one thing we will warn you about is the blind leap just before the water park. It's sneakily placed so if you're not doing full power, and can pull off a little jump in time, you're effectively dead. Keep a "fan" power-up in reserve if you want to be on the safe side.

30



RED FIVE STANDING BY:

Although not quite up to the standard of their blue brothers (arf, arf!!) you can still wreak some top havoc with the red power-ups. Unless you're desperate, or on a really tight budget, you're probably best off ditching the woefully inept bombs and icebeams and just sticking with the snowmen, the slappers and the parachutes. Don't just fire them off willy-nilly though. The key to success is timing. Wait until your opponent is on a particularly tricky part of the course before letting fly with a particularly tasty broadside. Parachutes are obviously the best to use because they're just so darn devious. If you can time their impact so they hit just as your rival reaches the highest peak on the ramp, he/she should be launched about 27 miles into the stratosphere.



SILVER MOUNTAIN

Set high up in the mountains and surrounded in dense, vision crippling fog, Silver Mountain will test the abilities of the toughest snowboarder.

It's not the family of Abominable Snowmen and Woolly Mammoths that you have to worry about, but rather the fact

that you can't see a thing in front of you.

Whereas normally you'd want to be out in front leading the pack, it's probably best if for the first couple of laps, you trail someone like fat Tommy down the slope so you have an idea what's going on. With sheer drops on either side of you, the only way you're going

to win is if you're either strong in the ways of The Force, or in possession of more jam than Hartleys. Shortcuts? None that we could see, mate.

100 1/8

S



WHAT THE FFFFFFFFF??

Rather than just being there to up the cutesy rating another notch, the little yelp like exclamations your snowboarder gives out before being hit by a power-up, are actually quite life-saving. As soon as the little speech bubble appears on screen, you need to take some major evasive action. Start weaving like a man possessed, veer off at some ridiculous angle, do whatever it takes to stay alive. If you've got an invisibility thing, use it now to become immune to whatever anyone throws at you.



NINJA LAND



Steeped in Egyptian

and a couple of Pyramids to be precise -

Quicksand is an absolute git of a course

There're twisty turny sections, and evil

jumps aplenty, and there's absolutely no margin for error. For the first time

ever, the computer players also split

up when it comes to tackling the

courses' shortcuts. So, rather than

leaving you to it, you're constantly

on the defensive. If you've got this

snowboarding God, so any "tips"

would be a bit patronising. Lets just

far, you're obviously a

say we'll pray for you.

mythology

well, a Sphinx

After witnessing an incredibly bizarre ending where all the characters get involved in a punch up over burger, Snowboard Kids finally rewards you with one last track. Set high up a Japanese mountain, the scenery is some of the best seen so far, with beautiful cherry blossoms and ornate bridges spanning your route.

From technical point of view the course is not that difficult; a fairly straight forward nine lap race with no diversions However, what does cause problems is the presence of ■ super-fast mystical ninja called Sinobin. As soon as the gun goes off, he's

away with a flash and you have to put in the slide of your life to catch him up and beat him. EXTRA BONUS THING: If you manage to finish the race first, Sinobin becomes selectable and you can take advantage of his three snowboards to trash all your previous records. Nice!





BLUE THUNDER?

Now these are much better. With a bit of skill you can easily use a blue power-up to turn a fourth place embarrassment into a last minute win. The gold coin/frying pans are obviously your biggest priority, but they're ridiculously elusive. Thankfully, you can have just as much fun with the fan, invisibility and the spooky old ghosty. The ghosty in particular is superb. Inflicting a good, old fashioned haunting on the race leader will have them parping their pants and travelling at a ridiculous snail's pace. Providing they're not too far in front (and providing you're not absolute cack at the game) you should be back up front with Nadia Popov. Before you get too excited though, it's probably best to point out that if you're already in the lead, the game will "reward" you with a rock every time - much like the single banana injustice in Mario Kart. Oh, thanks then







ALL A-BOARD, ALL A-BOARD YEAH, WOO WOO!



NO ENTRY

As well as giving you a one player game that's absolutely rock hard, Atlus have also kindly included a multiplayer setting that's amongst the best we've seen so far. Our only misgiving is that, unless you're playing on a TV that's clearly visible from space, everything's a bit on the 'ickle and blurry side.

What really marks out Snowboard's multiplayer mode, though is that it's incredibly competitive. There's none of that build-up-a-massive-unassailable-lead-and-coast-tovictory kind of boredom that soon kicked in with Diddy Kong Racing. Like Mario Kart, the power-ups are weighted so that people at the back get stronger ones and people at the front have to make do with rocks. We've always thought that multiplayer gaming is all about close-fought competition, and every single race in Snowboard Kids is fraught with tension right up to the finish line. Superb.





t's only been a couple of issues since we went all dewy eyed over the original NTSC version of Snowboard Kids, but the intervening months haven't dimmed its big nose charms one jot. It's not up to Nintendo's high standards for graphics, frame rate or general whizz-bang

special effects, but somehow that just doesn't seem to matter.

Because Snowboard Kids isn't about technical innovation. It's about excitement. It's about aggression. And it's about sliding down the mountain giving it "large" to your opponents. It's not all just about racing either. If, for some reason, you lose all powers of rational thought and get fed up with the "normal" game, you can also have a decent laugh playing on the other options. Like the Skill Games, Time Attack and the Stunt Mode.

One of the Skill Games has you hurtling down the course, aiming for the little speed up fans, in an attempt to trash the existing course record. It may not sound like instant excitement, but if you hit several of them on the run, you'll build up quite a speed and have to really wrestle with the analogue stick to keep your boarder on track.

The second Skill Game is even better. In addition to your board of fury, you are also equipped with a rather nifty looking onboard cannon, which you can use to blast away at the army of snowmen at the side of the track. It's obviously based on those biathlon events, where some bloke skis for a bit, and then shoots for a bit, and then skis for a bit again, but you'll probably get the most enjoyment out of it if you imagine the faces of people you work with as you squeeze the trigger. We may be labouring the point a bit here, but this one little "extra" has far more fun than all the events of Nagano combined. It's just like those old winter games affairs on the Commodore 64.

Unfortunately, the Stunt Mode brings the game crashing back down to the world of the dull. But this is much more to do with the nature of the event than the game itself. There's not a great deal you can do except go to one side of the "halfpipe", pull off some unfeasible stunt and then go to the other side again. You'll probably want to have a go on it about, oooooooooh, twice!

Snowboard Kids' strengths though are its subtle handling - where diagonal pulls back on the analogue stick see your snowboard's edge catch the snow, dig in and pull you around - and it's incredibly competitive racing. Even in one-player mode - where most racing games quickly die - the CPU opposition are constantly

AND SEPARATE

In course in Annaham אוא בייוון באראי וויין באראי ווייין באראי וויין באראי וויין באראי וויין באראי וויין באראי וויין באראי the at least two was off the arrangement of the skilling onto the skillift, may back to the skilling over the whole ensures all the races last for time
To a form

going to want to menumenthe procured of the ski-lifts around the not Most of them are durk with in amer, so amember which side or im for as you mentuch and then take it at full pull Director and and one of these panaly arcs that downhill sheep to after a run this will at waste time and leave you upon to a bit of racers II. in -





WAY OF THE MYSTICAL NINJA! Beat the final hidden track – Ninja Luni – and your libe in with Sinobin, the upper liberal character who in that final PLAMERI track with a many with the final other characters. Sinobin is such an assemble Acco hatthis, h. Word, that he 🛥 usually the fastest of the fastest of the sword - in still



OK, we'll admit that the scrap for the ski-lift at the end of each "lap" can sometimes be a bit irritating. Actually make that very irritating. There you are, you've managed to bag yourself first place, only for some reckless oaf to give you a broadside and nick the first seat back up the mountain. But just turn those tables around for a minute, soldier. If it's you whose administering the battering rather than just receiving it, we're talking instant psychotic gratification. Try sliding in at full speed or rapidly pressing the jump button

DO THE HUSTLE:



perience this thinting petting

the life of corners

hassling you from behind; delivering killer power-ups, at perfectly judged moments, and generally frustrating the hell out of your efforts to win. The multiplayer mode proves that the CPU has to be involved to create a successful two, three and fourplayer game. The weighting of power-ups - strong for boarders at the back, weak for those in front - ensures that, while the most skilled player usually wins races, the battle is tense and close-fought right to the line.

All the criticisms that have been thrown at Snowboard Kids have largely been born out of people missing vital bits. Only six tracks? Nope, you failed to win the hidden three. No lastability? No, you didn't play the multiplayer mode or the Skill Games. Difficult to control? Well, you're just not very good at games, are you. Even those who doubted that the

the PAL version of the game in our very hands, we can tell you that Nintendo and Atlus have surpassed themselves with the conversion. There's a small black strip at the bottom of the screen (similar in size to ISS64's) and the game plays a mite slower than the NTSC original. That's all though - it's close to perfect. This speed difference will only be noticeable if you've already played a Japanese or American version of the game and it's a far cry from Mario Kart's 15% time lag. Hooray then, great conversions appear to be the future

from now on. 1080° Snowboarding's not out until the autumn. Snowboard Kids is a brilliant fun pack of £39.99 brilliance. What further encouragement could you possibly need?

JAMES ASHTON



NATCH OUT...

for a full and fantastic Snowboard Kids stunt, and multiplayer, guide in next month's N64 Magazine



to cause the most upset.

VISUALS

Something of an acquired taste admittedly, but they easily do the job.

SOUNDS

Strangely evocative of 1980's John Hughes films - far better than the usual Techno Hell we're subjected to.

MASTERY

CPU racers who you'll quickly believe to be spawn of the devil, and the twistiest tracks this side of F-Zero X.

LIFESPAN

This is no breezy walk in the park. A refreshingly steep learning curve.

VERDICT

Mario Kart on ice Technically a little ragged but still enormously good fun.



With winter almost over, and the Olympics a fading memory, we ask if Acclaim's game can better Wayne Gretzky's 3D Hockey or if it's just skating on thin ice?



rom the moment that Electronic Arts' EA Hockey first appeared on the Mega Drive, us Brits have been strangely fascinated by a game that we usually have little to do with. A sport dominated by the Canadians and Americans doesn't often hold much interest for a

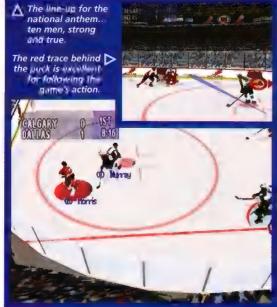
nation obsessed with the slower, more technical game of football but, for some strange reason, computer versions of ice hockey have been embraced by thousands.

Wayne Gretzky's 3D Hockey treated us to one of the best ice hockey games possible. The N64

was ideally suited to a game of this sort

- the analogue controller gave you fine
fluid movement and the N64 allowed
motion-captured detail never seen
before. Since then, we've been waiting
to see if these standards can be bettered.

And first into the ring to challenge the Gretzker is Acclaim's NHL Breakaway. Has it got the necessary oomph to knock Midway's game off its icy perch, or is it the N64's first sporting also-ran? Will it have a screamer of a multiplayer game? And what's 'Icing' all about anyway? All will become clear...

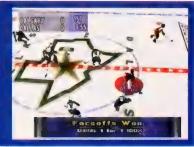






And there's the team emblem on the nativary line. Impressive attention to detail.

Is "t that the bloke from the Friday the 13th films in the 13th films in AGH! Hide the cullery!







THE SHOOTOUT MODE

A good way to practice your shooting is do it through the option contained in the game that could only be called the 'Shootout mode'. It's basically the same as a penalty shootout in football, with each team having five attempts to try to score as many goals as possible.

You're given a time limit of 15 seconds to attempt a shot (and take your time, as there's no opportunity for rebounds) and we recommend you try as many different angles and strengths of shot before going headlong oper' match with the grown-ups.



Fight! Fight! Fight!

To be perfectly honest, I ice hockey game wouldn't be I ice hockey game without the odd moment of frustration relief – going in early with your stick over your head and flooring your helpless opponent,



done it deliberately, you might have guestioned the honour of his mother or it might have been an innocent clash of body parts but, either way, the challenge has been made and a fight ensues.



He'll attack pretty quickly, so we suggest frantically pressing the C buttons to give you the edge. Hopefully you'll floor him before he has the chance to do it to you.

You may have

for instance. Now whilst we'd be the first to admit that violence never solved anything, it does give you the chance to participate in this fighting sub-game.



AHA! You've probably just knocked his teeth straight down to his colon. Hope you feel proud of yourself.



The fight's hotting up a bit and you're doing well. A strong combination of uppercuts and jabs seems to be doing the trick.



The moral lesson is 4 easy to be seen, though, as, regardless of the result of the fight, both players are sent to the sin bin - usually for anything up to five minutes.

ADJUSTABLE GOALIES

One of the nicest features in NHL is the opportunity to change the skill of the goalies in the game's options. Far too often it seems that the keepers in a team seem to be either far too good or completely rubbish, and it's this factor (more than most) that can go a long way to ruining a sports sim.



There's three separate settings for the goalies. 'Easy' is ideal for when you first start playing and want to practice your shooting, whilst 'hard' is better for when you think you've mastered the art - or want to test out any scoring 'soft spots'

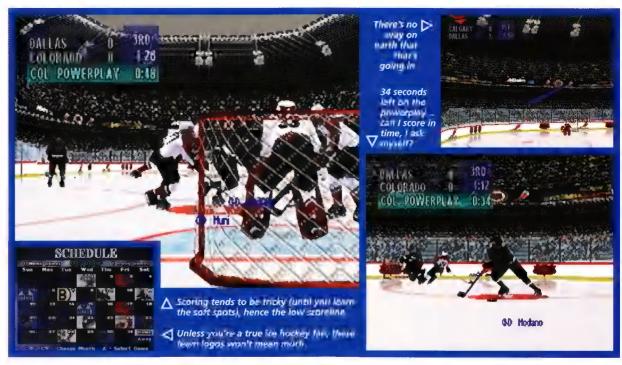


FOURSOME FUN

Like most sports games long term life for Breakaway resides in its multiplayer mode. It's good to see here that the programmers have made things as easy as possible with little '1's, '2's, '3's and '4's marking out which real player controls which computer player (a far simpler system than the different shapes affair in 15564), and the pace of the game is unaffected no matter how many people are playing.







Captured in motion

With the standards of graphics and animation so high these Gays, you'd expect any game that involves motion capturing to be of a very high calibre. Whilst there's no arguing that iguans (the developers) have certainly managed to get the majority of the game running as fast and smooth as is needed, there is an unfortunate trade off in detail.



Players have their proper names and numbers on the backs of their shirts nice, but something we've come to expect from sports games.

And, ye gods, rook as their face... It's Phil Collins! Slack melting face design does little to help the overall averageness of the graphics.



As you can see from this picture, the graphics are akey but definitely nothing special or ground-breaking.



don't favour well when you compare them to the slick, texture-mapped faces of Gretzky's Hockey. We might have laughed at their humorous expressions, but at least they didn't look like the en lead singer of Genese



n the world of computer games. we've come to expect titles such as these. Destined for massive success in America, they eventually filter through to Europe to pick up a few more sales. For every GoldenEye, Mario Kart or Diddy Kong Racing there's a handful of licensed sports titles, just waiting to fill up those empty spaces in the shelves of Electronics Boutique and the like. Is it a bad thing? Certainly not, but, to be perfectly honest, for every one that's outstanding, there's another half-a-dozen that are, at best, average and, at the very worst, bogged down with irrelevant statistics and detail. Sadly NHL Breakaway '98 falls neatly into the average bracket.

The developers, Iguana, have made a name for themselves producing quality sports titles for various formats, but you get the impression here that they seem to have got a little bored with it all. Everything's neatly in place and functioning in its proper manner, but there's no excitement, no originality. Basically, there's nothing to make you want to rush out and buy the game.

When compared with Wayne Gretzky's 3D Hockey (its only opposition), there's very little to tell the two games apart. Both play very well (with the analogue controller being used to great effect) and each has a satisfactory range of options, playing modes and adjustable features but, lest we forget, the Gretzky game was nothing ground-breaking either.

Pulling the game apart we find smooth motion capturing, an arcade or simulation mode, the now-standard range of views and the complex replay option, and a few other nice touches. The ability to alter the intelligence of the goalies, and referees, is a welcome inclusion for both beginners

Peachy tips

If you're not a die-hard hockey fan, it's easy to get a bit lost in the cut-and-thrust of Breakaway. Winning, though, is a matter of mastering the basics and remembering these handy hints...

Computer-controlled players

When you first start, computer controlled players cope with matches far better than ones under your control. The defence slip back nicely when an opposing attack is in progress and they're excellent at body-checking the other team – especially when they're close to the wall. Therefore it's often a good strategy to leave challenges to them and concentrate on getting your forwards in place for a pass up front.



a pass up front.

After every foul, or at the start of each of the periods, you're faced with one of these. You can, of course, just press a button wildly and hope that you manage to pick up the puck when the ref drops it but, a better strategy is to wait until you see the red circle that indicates that the puck is in play. Then (and only then, mind you) should you

press the pass button. If your reflexes are quick enough you stand a far better chance of winning.

Scoring

The most important tip of all, how to score. The easiest way – if you're lucky enough to be in a position where you've got a clear run to goal – is to carry on straight towards the goalie and then to veer off slightly to either side of him as you approach. By shooting from here you stand an excellent chance of slipping the puck in at

the side. It's a 'hot spot' familiar to anyone who's played a lot of ice hockey games.



The referee

It's wise to set the level of the referee to 'lenient' when you first start playing. As much as you may want to fight your way through each opponent that comes near you, you'll find the game a lot easier, and quicker, if you tone down the ref to begin with.



PUCE DETAIL

Much like Gretzky's 3D Hockey, the puck leaves a trace behind it whenever you either pass or shoot it. With ice hockey being such a fast game, this is certainly an advantage—
is the healthy red glow that surrounds it.

Also, when you power up one of the faster shots, the tracing turns yellow to indicate that a more powerful shot has been taken. Surprisingly enough, though, these sort of shots are very often the ones that miss; it's the rebounds or the clever runs that are more likely to get the goals.

and more advanced players, and the attention to detail is impressive (national anthems are played at the start of matches and team emblems are marked into the halfway line). However, none of this is enough to recommend *NHL* over its rival.

The game runs pleasingly fast and, thanks to the tracing and glow on the puck, it's simple to follow the action as it speedily zips from end to end. The computer-controlled opponents behave very intelligently, as do the ones on your team. When the other team are attacking, your defence will move back to protect the goal rather than simply rush in as a pack and, when your team go for an attack, you'll usually find at least one player has moved into an attacking position to support you. On the downside, though, passes can be a case of trial and error. The lack of either a marker, to show an off-screen team mate, or a pitch radar, means that you often have to try a pass without knowing if there will be anyone on the end of it.

Tackling is fast and furious (as befits the sport), with all computer-controlled players, regardless of their side, quick to attack. However, a slightly confusing control set-up means that the game will usually hurtle along without you until you get a chance to work out how to master the basics. After a good few hours play, this is less of a problem, of course, but even so, *Breakaway*'s controls will always present a challenge.

Surprisingly enough, there also seems to be a bit of a slowdown problem when too many players congregate around a goal. It's not worryingly noticeable, but if you find yourself on the attack with a couple of team mates around you and a strong defence in front, then there's a noticeable drop in frame rate, compared to when you're powering up the pitch with no-one in sight.

One way to try to combat this is to change the playing view. There's a total of eight available in the game, ranging from the standard overhead, sideways on and isometric ones to the more varied TV cam way of viewing things. In practice, though, they're of limited use. In some you simply can't see enough of the action, while in others (especially if the camera is very close-up), players either vanish completely behind

scenery or the scenery itself performs a disappearing act to put David Copperfield to shame. It's all very well having eight mixed views in a game but if half of them render the game unplayable, or unrewarding, is there really any point?

Graphically the game is only average. The motion capturing is of a high enough quality but the detail on the players is noticeably lacking – even more so when you compare it to *Gretzky*. The biggest difference between the two games is in the amount of detail in the players' faces. A small point, granted, but it's the small points that help to make *Gretzky* more rounded and professional.

Whilst *Gretzky* was an almost-perfect N64 version of a very popular sports simulation, *NHL Breakaway '98* is just a few rungs lower down that elusive ladder of perfection. When *NHL* fails to compete with *Gretzky*, it doesn't miss by an enormous mark but, unfortunately, there're enough failing points to make a real difference when it comes to choosing the best ice hockey game.

DEAN MORTLOCK

5 VISUALS

Small amounts of 64-bit detail, but not enough advancement over a 32-bit hockey game.

SOUNDS

Organ noises and small samples for when a foul or goal is scored. What you'd expect, really.

MASTERY

Very little here that couldn't be done on a PlayStation or Saturn.

6 LIFESPAN

There's plenty of game options but you'll be bored before you've explored them all.

VERDICT

NHL Breakaway '98 is just a painfully average game.







The games reviewed from this page forward are so far only on release in Japan or America. Because N64 is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.





SIONBOARDING

The team that gave us Wave Race, now presents the greatest game on solid water.





firmly built, black-clad motorcycle courier stumbles into the office. The room fills with the smell of oily man in leathers. "Pfmmffh ffr ngnames ahhtnnn." He removes his crash helmet, a gentle shower of dandruff falls around his feet. "Parcel for James Ashton" he repeats, slightly more coherently. At last! 1080° Snowboarding has arrived.

I sign the thumbstained chitty that's thrust at me, (turning down the opportunity to use the most-chewed biro in the northern hemisphere) opting instead for my fine, Parker fountain pen. Before the dispatcher has had a chance to tuck his head back inside his helmer, I'm in the N64 games room plugging in 1080°. It's two days before the mag's due at the printers and there's not a moment to lose.



Two-player screen and amost full space It con be bit of a lonen - xi - ience





Δ stunts count to Walli score

OPTIONS OPEN

It's a Nintendo game. They we there are about ming. The Match mode of difficultion upon to beat, but even if you do the possibilities or mind it are charming. The European mode is a real stroke of period and the Time Attack, and Trick Attack, will doubt the keep our I'm the Best or your period of the Best of the Attack, and Trick Attack, will doubt the keep our I'm the Best of the Best o choc-a-block with Julia william, when the game gets a PAL in the

Option 1: Match Face

Objective: To compete in a four, five or six race contest, racing each time against one other competitor

Notes: You start a Match Race with three lives. Each time you fail to win on ■ course, you lose a life and must re-race that course. The first four courses for each Match Race are the same, meaning that there are a total of six courses in the game.





Option 2: Time Attack

Objective: To race against a ghost recording of your time, in an attempt to record the fastest downhill time for any of the six courses.

Notes: Ghosts can actually be saved on the cartridge memory, which is a bonus. As ever, it's patient time-attacking that reaps dividends in the Match Races, as you become more familiar with the best racing lines of each course.





Option 3: Trick Attack

Objective: To race a course, within ■ set time limit, scoring as many points from stunts as possible. Time spare at the end of a race is translated into points.

Notes: Points are awarded according to the difficulty of the stunts you pull off. The easier courses have purpose-built ramps, but for many of the others, you'll have to make use of the lumps and bumps in the scenery.





Option 4: Two Player Game

Objective: To beat the chimp sat next to you.

Notes: Better than Wave Race, in that it remains full-screen and keeps far more background detail, but slightly disappointing in that there's a loss of speed. The two-player mode is the ultimate test mano-a-mano. It's great for two players of similar skill, but once one gets a good lead, it can become a disappointingly dull experience.





Option 5: Contest

Objectives To compete on downhill courses with gates, alternating with trips to the stunt arenas.

Notes: What a gem of an option. Not only does weaving in and out of left and right gates add a whole new dimension to downhills, the point structure means that the quest for ever better scores, will go on for months longer than the game might otherwise have lasted.





There am three game views, and far from only one being useful, you'll find time for all of them.

The default view is behind your boarder and level (top pic), but this
au actually mask some vital scenery such as moguls (bumps and hollows) and the flags in the Contest game. The second view eliminates this problem (middle pic) but is a bit less exciting to play with. The final view (bottom pic) is first-person and scary. On a big screen, you sway with the action, and can easily find yourself feeling seasick.





The Training mode makes up the last of the main game options, and offers you the choice of a sequence of straight jumps, or **■** good long run down an enormous ice half-pipe. The straight jumps offer on-Instructions. which progress through the range of stunts, each time you successfully pull one off. We're warning you now, though – the 1080° is nigh-on impossible.

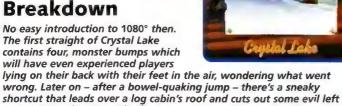


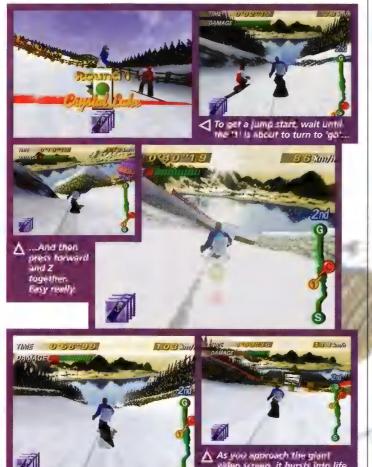
Crystal Lake

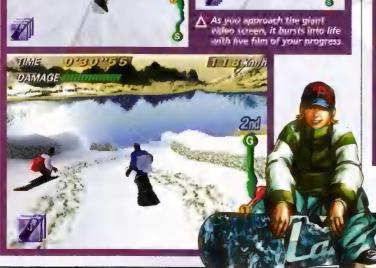
Breakdown

The first straight of Crystal Lake contains four, monster bumps which will have even experienced players

lying on their back with their feet in the air, wondering what went wrong. Later on – after a bowel-quaking jump – there's a sneaky and right combination. The final straight contains a series of ramps which allow plenty of opportunity for stuntage.







Crystal Peak

Breakdown

Although Crystal Peak shares the same last section as Crystal Lake, the weather couldn't be more different, with snowflakes replacing lens flares.

The standout feature of Crystal Peak is the introduction of stretches of blue-sheet ice. If you've ever been lucky enough to go snowboarding, you'll know the way that 1080°'s boards rattle, and ice shards fly as you traverse the ice, is exactly, and perfectly, right. As for the noise, it's





Golden Forest

Breakdown

'Beautiful': that's the only word to describe Golden Forest - although 'stunningly-realistic' runs in a close second. This course is far less bumpy

than the preceding two, but has the best deep-snow effects you'll ever see. It's not so much the way that the boarder disappears up to his waist (although that's fantastic), or the track left behind him (breathtaking), or even the spray of powder he throws up (too good for heaven) - it's the sound. Velvet silence. Angelic.



Mountain Village

Breakdown

If you've been up a mountain, you'll know that the weather at the top is often nothing like the weather at the bottom. This is true of the Mountain

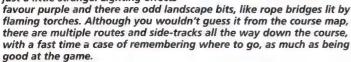
Village course, where a snowstorm blows at the start (using effects borrowed from bits of Diddy Kong Racing) but, by the time you reach the bottom - and you're wreaking gnarly havoc in the village itself the sun's out and shining, and you can admire the strange brand of car that the villagers seem to favour.

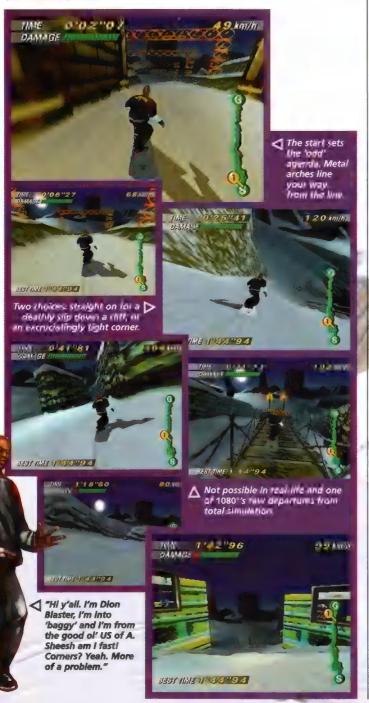


Dragon Cave

Breakdown

For the vast majority of the game, 1080° sticks to straight simulation, but in Dragon Cave it allows itself to get just a little strange. Lighting effects





Deadly Fall

3351 AME 1823 75

Breakdown

Not named lightly. Your first trip down Deadly Falls will probably end up with your damage meter reading 'full' and the St. John's Ambulance on the way





7 TIME 11:34"24

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Tou ean control the camera angles in replays with the Top E button. Chuffin* brillianti

THISE OSS SO 1103 Bunli 22:15/2(C) = 1

hoop! Yeah! Woo-hoo! Snowboarding then. Not a sensible sport. If you want to fall down # hill with some wood attached to your feet, then skiing is a far more elegant way to do it. Sorry to tread on a few fashion toes there, but it's the plain truth of the matter.

However, where skiing is a bit, well, rraff, snowboarding is the coolest thing since falling in a deep chest freezer and surviving on last years frozen runner beans. What's more – as Snowboard Kids has already given an excellent indication – it's the sport that the analogue stick has been waiting for. The sheer level of control in 1080° is easily the standout feature of the game, and where any review must start.

As with Snowboard Kids, the key to the game are the gentle, backwards diagonal pulls which you use for steering. The sharper your diagonal, the more firmly your boarder angles his board into the snow, and the sharper the turn becomes. The more you hold a turn, the more perpendicular to the line of descent your character becomes and, with each passing foot of snow, the slower your rate of travel. And then you stop.

But while Snowboard Kids was happy to leave it at this, 1080° takes things much further. Once airborne after jumps - on more usually after just the extreme folds

and hollows of the normal piste surface - the analogue stick must be used to carefully balance your angle of flight. Lean back, and you start to tumble backwards, giving yourself an almost impossible landing problem. Lean too far forward, and you'll imbed your front teeth in the floor when you touch down.

Further subtlety comes with the Z trigger, A and B button. Z activates a crouch, which can help your boarder go faster, but must also be used to land safely. A bad landing (a mistimed Z push) will lose you speed, a disastrous landing (no Z at all) will wipe you out completely. A controls jumping, which can help you avoid a problem before you have to deal with it or enable you to get extra air for stunts, while 'B' is instrumental to the whole stunt palaver itself.

After the controls, the thing that really strikes you about 1080° is how serious it is. Everything's for real: scenery, competitors, stunts, the lot. When you add in probably the most complex control system we've yet seen on the N64, you begin to realise that 1080° is not for the casual player. If you're going to play it, you'd better prepare ourself for a lot of humiliating defeats, before you can even classify yourself as a 'bit good.' For all those people wondering whether the N64 was going to be forever

marketed as a kies machine, 1080° must come as a welcome change

And it might be this all-pervading seriousness which means, somehow, we can't really fall in love with 1080° as we did with Mario Kart, Wave Race and - to a slightly lesser extent - Diddy Kong Racing. One of the bigger problems, is that you can only ever race against one other competitor - even in one-player mode. There's no jostling for position, because there's no one to jostle with. However, with all its options, points scoring, and almost limitless room for improvement, we are prepared to admit, our opinion might change as we become ever more involved with the game.

1080°, then. Undoubtedly great but far from perfect. Difficult to acclimatise to and nigh-on impossible to ever fully master. It's not the crowd pleaser that is Snowboard kids, but it still deserves a dedicated following. Our I'm the Best leagues are trembling with anticipation.

JAMES AINTON

"Uh Hullo. Rob Haywood here. I'm your British representative, but to be honest I prefer a good game of pool. It's nippy out - wrap up warm.

SEST WHEN SOURS OF





Every snowboarder in the country will doubtless be overloyed to hear that all the boards in 1080° are based on top manufacturer Lamar's designs for the 1999

Once you've chosen your boarder from the Virtual Lodge, you can scroll through a variety of different boards with - believe It - different strengths and

Once you've got our board, it's time to cide which sta ally having an ige at a game, ned to let on nat it was all about



Easy. You can switch to an English language version in the options menu. Brilliant!

VISUALS

Technical brilliance, but jaw-drop of Wave Race.

SOUNDS

Brilliantly-observed sound effects but music to induce suicide.

MASTERY

Looks utterly fantastic, but where we the other racers? And the fourplayer mode

LIFESPAN

Very difficult to master. A gamers' game which, if it connects with you, will last for months

VERDICT

We admire it for its brilliance, but somehow we don't love it yet.







(Something you'd butter



SPOT THE BALL

Being the sporting magazine, N64 is proud to offer its readers the opportunity to win the contents of the fabled office games cabinet. To claim such a prize, all you need do is spot the ball in the picture below Mark clearly where you believe it to be, before sending it to the usual N64 Magazine address. But ah-ah-ahh, be sure not to try and cheat. Because we'll know.





There's a degree of Lantext, but anyone families with just about any golf game ever created will find Augusta Masters simple to play. But not, necessarily, enjoyable...

VISUALS

Almost universally poor. The digitised players are especially dodgy.

SOUNDS

Woodland sounds, cheesy music and two Jap commentators mocking your abilities.

MASTERY

A poor conversion of a simple game design that has long relied on

LIFESPAN

There are four different play modes and a multiplayer option that doesn't remain satisfying for long.

VERDICT

Your N64 could run this with the power off. Augusta Masters is a poor conversion of a dated game design.





AUGUSTA MASTERS

It has to be better than the Glory of 5t. Andrews, after all.

ver a decade ago, a control method for a golf game was developed that would become a blueprint for every one that followed. The basic premise was simple. By pressing a joystick button or key to begin a swing, the player would cause a power gauge to fill. Another press set the power of a shot, causing the 'fill line' to begin a return journey. A further press would confirm the accuracy of the shot. Should the line fall within a marked area, the swing was deemed correct and the ball would duly be struck in a suitably professional manner.

To berate Augusta for using this very same control method would be to criticise almost every golf game ever created. The golf sim is a game style that has, for many years, offered only visual improvements. The differences between Leaderboard on the Commodore 64 and Augusta Masters are almost entirely aesthetic. Bereft of its graphics engine, T&E Soft's golf title is, basically, the same game.

However, while golf games on other formats are still receiving favourable critical and commercial success despite using the same dated control method, they can at least boast an impressive degree of visual accomplishment. Augusta Masters can't. For a start, it uses digitised players. Like 'blue screen' special effects in old movies, this looks woefully dated, with the golfers appearing divorced from the backgrounds they're placed upon. Polygon clipping and pop-up are also rife on A/M's distinctly uninspiring courses.

Astonishingly, the ball – surely the focal point of any golf game – is often deformed, rarely appearing fully spherical. While a minor detail in many respects, it's hard to disregard such a brazen lack of effort. Sloppy workmanship is apparent throughout any Augusta Masters tournament, though. The coloured streak that highlights the ball's path while airborne isn't a stylised touch, but a sneaky way of concealing the fact that – while in flight – the ball is barely visible.

But, and perhaps worst of all, slight tweaks to the standard golf game control method make visits to the putting green less than enjoyable. Only with much trial and error is it possible to discern the power needed for each shot. Many casual players will find their eagles becoming bogeys, their satisfactory pars lost simply because the putting control method gives so few clues as to what is required from the player.

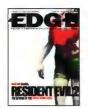
Why did the golfer pick his nose after finishing the par three? Because he had a bogey. Why do golfers pack two pairs of trousers before embarking on a golfing tournament? In case they get a hole in one. Why, are we telling rubbish jokes when we should be giving you comprehensive buying advice based on Augusta Masters' merits and flaws? The answer is very simple: spend sixty pounds of your hard-earned cash on this, and you too are unlikely to find much to laugh about.

JAMES PRICE



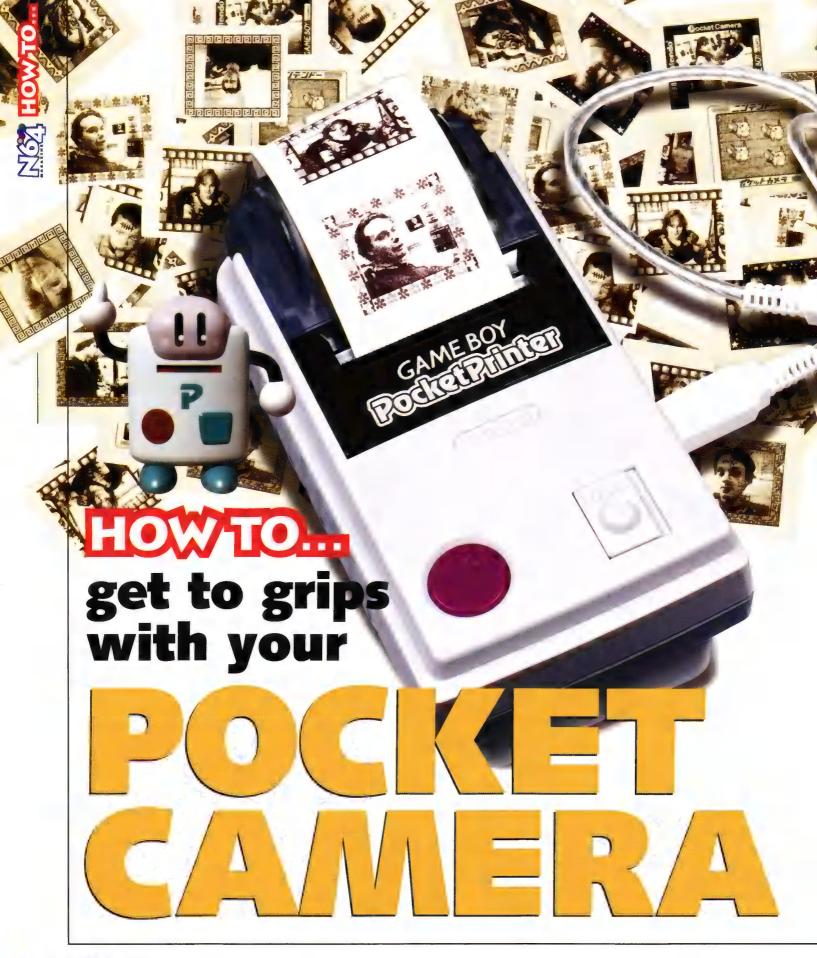
Thou shalt not worship false idols

EDGE, VERSE 56, CHAPTER 3.98





EDGE 56 ON SALE FEBRUARY 24 VIDEOGAMES MAGAZINE OF THE YEAR 1997





Nintendo are God. Here's the proof...

And so the Pocket Camera and Pocket Printer were born. We have to admit to being fairly sceptical sometimes about Nintendo's 'visions of the future.' But in this case, the boy's done good. Both machines work brilliantly, are intuitive to use, small, cheap and a whole lot of fun. What can they do? Join our guided tour...





by Max Everingham



the promise of more o come, there are loads of different combinations of stuff to play around with. Take look at all this...

- Pocket Game Boy
- Pocket Game Boy + Pocket Camera + Pocket
- Pocket Game Boy + Super Game Boy 1 + SNES (sepia shots!)
- Pocket Camera + Super Game Boy 2 + SNES + Pocket Printer
- Pocket Camera + Pocket Printer + N64
- Pocket Game Boy + N64 + 64DD
- Pocket Game Boy + Pocket Camera + N64 + 64DD & disk + Pocket

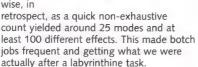
and even the older brother gets hooked up:

Game Boy & Pocket Camera - via 2 cables -Pocket Printer

The Game Boy camera is a little marvel, really it is. Available in four colours, to match your machine, and looking just like that PC cam from Connectix, it's basically an eyeball on a card.

There are two ways you can go about getting to grips with your new toy: read carefully through the manual, following each step to ensure correct usage, or forget all that and just slam it in the slot thingy, switch on and press all the buttons.

As seasoned professionals, deeply concerned about conveying an accurate picture to our readers. we naturally opted for the latter 'ere, what's this do, then?' approach. This may not have been all that



Surprise surprise

We weren't expecting the first screen. Instead of a mug-shot swimming haltingly across, it was a bit of a surprise to be asked to 'register' the game, inputting name, date of birth and blood type. Just in case you get hit by a bus whilst distractedly snapping the fit bit in front of you, supposedly.

Once the formalities are over, you're

presented with a start screen with three main options for you to select from: Take, Look and Play. Nice and simple. The first option leads into more options, but if you just choose the default, you're straight into picture-taking mode. Unless

you've already checked out the eyeball's cunning swivel feature, your own lovely image should be looking right back at you.

The second option from the main menu allows you to review and select pictures you've previously taken, singly, in a slide show or animated. The last, 'play' option itself has two options (are you still with us?), explained in more detail below.

Don't go thinking that any of this is complicated, however. Every single function is represented by an icon, in keeping with the target audience, and therefore easy to get the hang of. Additionally, if you have the sound turned up (we didn't), you'll discover that each screen has a signature techno-style tune to help the action along. The only drawback with the Pocket Camera, in fact, is that it's

terribly difficult to take covert shots. Considering that it looks exactly like a great big eye perched on top of a Game Boy, it isn't a huge intellectual leap for people to realise that you're trying

to photograph them, and from there to grimace like you're some kind

of pervert.

Rockef Camera

The front and the back. 50 much fun in such space.

Dipping your toe in



The start screen with

three, very clear

options.

Nothing could be simpler to use. No, honestly, nothing.



2) Right, Gates, you watching? THIS is plug-and-play.

1) Naaaaaaahhh!

3) Press and hope for the best.



4) Find unsuspecting victim.



5) Capture unsuspecting victim on screen.



6) Subject to gross







And here's the evidence!

Pocket Printer

and write

the review.

Continuing with the comparisons, the printer looks like someone's nicked the top bit off a shop till and tarted it up a bit. But not much. This is a purely functional bit of kit - and setting it up is as straightforward as you'd expect. Weekends working at Sainsbury's came flooding back as we opened up the till roll, seal paper, sorry, and threaded the leader through the metal teeth. Once the batteries are in, it's just a case of hooking up the optional cable and switching on. Ah yes, the cable, let's not forget the cable. Only rank amateurs would forget to buy such an essential item at the same time, and be forced to trek all the way back to the store to get it so they could test it all

GAME BOY

Pocket Printer

Options, choices, alternatives, selections. Whatever you call the pace with the Pocket Printer and more decisions have to be made when it comes to the special 'seal' paper (the back peels off so you can stick them everywhere). A regular roll is included in the box, but once you've used all that up, the next dilemma is choosing between blue, pink or yellow sticky stuff.

them, Nintendo have kept up

Mbit (SRAM) Resolution: 128 x 128 dot (16384 pixels) Colours: Monochrome (4 shades of grey) Focusing: 20 cm to infinity Dimensions: 57mm x 111mm # 37mm Weight: 55g Price: (Japan) ¥5,500 Battery intensive, yes,

TECH SPECS **Pocket Camera** Memory: E Mbit + 1

Pocket Printer Colours: Monochrome (4 shades of grey)

Data transfer time: 6 seconds Print time: 13 seconds (1

screen) Print width: 26.6 mm Price: (Japan) ¥5,800

Printer 'seal' paper Paper width: 38mm Paper length: 4m Print capacity: 110 screens Colours: White (prints as: sepia) Green (prints as: black)

Yellow (prints as: black)

Price: (Japan) ¥500 Super Game Boy 2 Dimensions: 128 x 125.5 24.9 mm

Weight: Price: (Japan) ¥5,800



Printing your creation out couldn't be easier, either.

Dipping your toe in

but all Japanese stuff

comes with batteries

You'll need this mahle and an

adaptor if you've got an old-

included!

style Sant Boy.





1) See what I mean?



2) Sorry to keep you waiting, I just have to change the roll...



3) Batteries included, cable not. Obviously.



4) Pick a suitable creatition.

5) Select 'print' from the 'Communications' menu.



6) Voila!







TAKE

Here, you're given five choices (Take, Item, Magir, Check and Run Awny), This is what they do.

TAKE

This is the straight comers mode, Swivel the eyeball in the direction of your subject and press 'A'. The direction buttons control contrast and brightness and are represented by sliders at the side of the shot.

• ITEM

Here, you can set a self-timer or opt for continuous serve shooting.

MAGIC

Now we're starting to get creative. The 'magic' made presents another array of options:

 Lens tricks – 'hall of mirrors', zoom in, stretch, or multi-pane (nine modes).

 Montage – compose a single picture from several different shots (seven modes).

c. Panoramic — two modes each for composing and printing.
d. Game Model — this is a bit of an anomally, presumably providing the 'game' element to Pocket Camera. It's a simple juggling game, reminiscent of the Game & Walch classics; the limit being that you select the character's face. First, take the shot (the oval picture which is then plonked onto the juggler), then you're off. High scores are saved on the card's internal memory.

• CHECK

This allows you to review the pictures stored on the card. There are seven pages containing eight slots and divided into 'film A' and 'film A' (unalterable), which amazingly gives you more storage space than most digital cameras 20 times the price. Flick through the album using the direction keys and press 'A' to select (see 'choose your weapon').

RUN AWAY

This shows a humorous sample shot and is really an exit screen.

2 LOOK | REVIEW
This gives way to a screen bizarrely-entitled 'Sporadic Vacuum',
You have two main choices:

a. Look – unlike the 'Check' option, 'Look' only allows you to review the pictures one by one

b. Review method – run a slide show, animution and the odd 'Pictrip'. With Pictrip, users can choose a sound (from 32), a graphics effect (from seven), split photos into four different segments (1/4 each) or make a 'fusion' effect which superimposes one picture onto another.

PLAY

Simply pressing 'A' will take you directly into a galaxian-type screen where, depending on which space invader-type you shoot, you go either to the 'ball' (ougging) or the 'DI' (music composition) game. Pressing 'Select', on the other hand, causes the kitle Pocket Camera graphic to swivel around and disgorge four further choices. Communicate, College: Edit and Graffiti.

CHOOSE YOUR WEAPON

Once you've selected a stored shot, it's time to play. Pressing 'A' a second time causes six sub-menus to appear around the pitture frame. From here, you can elect to print, swap images with a linked Game Boy, change the frame (there are 18 different surrounds), add a written comment, erase the picture, add a pro-defined stamp or use the paint tool. Use the direction keys to go to each menu and press 'A' again to begin.

to CE

Also launched this month in Japan is the Super Game Boy II which allows you to play Game Boy games on your SNES with a bit of added colour. More importantly, it allows you to enjoy your pocket camera antics on the big screen of your TV.

Coming in a "clear blue", meaning see-through, case, the SGB2 also gives real meaning to Pocket Monsters 'red' and 'blue' versions. With the SGB2, the games boot up with an appropriately-coloured 'Pikachu frame' (nine types available), which you can then rotate. Boy oh boy. To be fair, Pikachu comes out yellow, Zenigame blue, Purin pink and Strike green – what more can you ask for?

The Super Game Boy uses the same link cable you bought to connect your Game Boy and

Pocket Printer.
Presuming you remembered to buy it, that is. The SGB2 is marketed primarily as a means of putting the

famed Pocket Monsters up on the big screen and, to that end, most promotional literature you'll see for the adapter is swarming with marginally-more-colourful renditions of the Pokemon posse. The next step, already announced at Space World of course, is the N64 Game Boy adapter which does the same thing, only in spades.

FEATURES

 Communication cable-compatible, so you can use it with the 6-player tap.
 Sports a red (SNES) power lamp and a green communications LED which flashes when data is being transferred.

All together now!

Nintendo has thought out this convergence malarkey very thoroughly. The boffins in Kyoto have provided multifarious connection options designed to bring all these cunning gadgets together, and you can't help but be

impressed. Taking just the three we've looked at, you can take a picture, put it up on the telly, add sound, graphics, text and special effects, then animate it. Later, when you're happy with the results, you can print out a hard copy to show around (snes.jpg). And we haven't even mentioned the N64 or 64DD yet.

Nintendo are evidently very serious about creating games which emphasise sharing and creativity. Their runaway success with Pocket Monsters has convinced them that Game Boy users,

at least, want to trade the results of their works with friends and have made it possible via the Game Boy link cable.

Consequently, the same feature exists with the Pocket Camera – via the 'Communications' mode under

the 'Play' menu, you can swap your works of art with pals with the same setup. We can't see this having quite the same appeal in the UK, but in Japan, Nintendo have a winner on their hands – only two days after its launch, most stores have already sold out and are having to turn people away.

The big picture - hanging with the older boys

The ability to write to the 64DD disks provides further opportunity for expansion. The 64DD disks already in production allow animation, and the Pocket Camera already acts as a kind of camcorder, so it's not that big a step up to writing short home-made movies to disk. It's not yet clear whether you'll be able to insert the Pocket Camera into the N64 Game Boy adapter (the one that slots into



the controllers). We do know, however, that Nintendo are going to produce the '64 GB cable'

which will permit Game Boy owners to plug into the N64 via the regular controller ports.



Top ten uses for the Game Boy Pocket Camera

You could wander around simply using the Game Boy camera to take digital pictures of stuff. You could, but that'd be really boring. We've racked our brains here at N64 Magazine and come up with a few other more tangential uses...

Fantasise

Look, this has gone far enough! Now's your chance to bring the mountain to Mohammed. Simply take a picture of any Square

Soft game, print it out, and affix the resulting sticker over the regular label on one of your N64 carts. It's the next best thing, really it



Weep Or do the same for any Saturn or Psx RPG, in fact.

Ensnare

This isn't really necessary in Japan, to be honest, but you can never be too sure. Hook the Pocket Camera up to your new 64DD via the N64 and employ as a budget home security system. The batteries last for ages so you don't have to worry about it giving up at the crucial moment, and you can print off the mugshot later to hand in to plod.

Letch Take clandestine snaps of luscious members of the opposite

sex while they're standing unsuspecting on trains (for instance), then take home and review at your leisure. And if you're particularly sad, there's always the Super Game Boy 2 to add a little colour around the edges.



Take covert pictures of family members providing irrefutable proof of who ate the last chocolate biscuit.

Take revenge Take pictures of known PlayStation offenders owners down your local games store. Use the 'paint' tools to draw bolts through the neck, pipes and slippers and otherwise generally deface. They'll soon get the message.

Humiliate Use the 'Frame' and 'Stamp' functions to manufacture Pri-kla (Print Club) stickers of your overly-macho mates (or enemies). Stick them all over your school/ university/work noticeboards to their eternal embarrassment.

Torture Use the 'Stamp' feature on Pocket Camera to print off hundreds of pictures of cute little Pikachu. Stick them on every smooth surface and piece of furniture in the house to drive your parents totally insane, thereby bending them to your will such that they will instantly agree to all demands for new games.

Boast Rapid high-score verification - take a screenshot of your best score/ time, etc., print it out and send it immediately to N64 magazine for compo entry. Who needs video?

Holidays Save money on film and development costs by taking your holiday pics on the Pocket Camera and printing them out.

Obviously this works best if you holiday in areas that are predominantly black and white anyway. The antarctic, say, or a coal mine.

If you can think of better uses for the Pocket Camera, or indeed any alternative words for 'option', send them straight in to us at the usual address, marking the envelope 'Beware the human thesaurus.'

HOW TO...

smite all and sundry in

FIGHTERS DESTINY

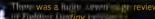
Fancy becoming the Ultimate Fighting Machine in the N64's best beat-'em-up yet?

by Jes Bickham

o paraphrase Homer J. Simpson, "You couldn't fool this game on the foolingest day of your life if you had an electric fooling machine". Which is by way of saying that Fighters Destiny's revolutionary points system requires a bit more application of the ol' grey matter, than simply ploughing into your opponent and smacking him willy-nilly, as you would in any other beat-'em-up. You may find it useful to prepare by catching flies with chopsticks and painting fences. Wax on, wax off...









Points make prizes

But getting those points takes plenty of skill and guile. Here are the patented had tips on how best to grab hold of them.

Ringout (1 puint)

In theory, the simplest point to get. In practice, it's not quite so easy. The best tactic to opt for is to relentlessly batter your opponent toward the edge of the ring and over the edge. Avoid the more time-

wasting moves and go for simple upper and lower attacks that you can string together; it's vital your opponent doesn't get a look in. As an example, look at Ryuji's Jab 2 Straight (B, B, B) followed by his Jab 2 High Kick (B, B, Toward, B). This simple punch-then-kick string of moves won't give the other half room to breathe.





MOVIE MADNESS With true N64

With true **N64** irrelevance, we round up all the N64 beat-'emups and compare them to action movie stars. Because we want to. So, if Fighters Destiny is the Bruce Lee of the fighting world, what are the others?

Mortal Kombat

Trilogy: Unquestionably the Dolph Lundgren of the beat-'em-ups.
Outmoded, unable to adapt and a pretty poor idea in the first place.



Killer Instinct Gold:

Perhaps the virtual Roger Moore of its kind. Used to be good – in a two dimensional kind of a way – but has sadly been left behind as a memory of another era.

Dark Rift: Chuck Norris. Technically proficient, yes, but you wouldn't really want to watch it. And that huge camp moustache!

War Gods: Steven Seagal. A bloated copy of an older idea, unconvincing and unintentionally hilarious



Clayfighter 63 1/3: Oh dear lord. Not so much an action hero as a poor comedian, like Chris Farley, i.e. crap and dead.

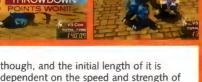
Mace: It would have to be Jackie Chan. Not quite as legendary as the master, but still a class act in its own right. With



Throw (2 points)

Probably the simplest of points to garner. All the throws involve A + B being pressed together, but the more effective ones are slightly trickier; Boro's Swing Buster, for example, requires you to get in close and duck before throwing (Down, A + B). It is, however, possible to escape a throw. When you (and your opponent) are grabbed, a bar with a meter in it will appear at the bottom of the screen. If you press A + B before it runs out then you'll escape. But! If you press A + B EXACTLY at the moment it runs out (it's dashed tricky), then you'll reverse the throw and get to chuck your opponent about. This process repeats, so it is theoretically possible to continue in the same vein for ages; the bar is shortened each time





dependent on the speed and strength of you and your opponent, so you'll have to be quick. Be warned, as well, as your opponent is also, frustratingly, capable of doing the same thing.

The little publicised Lock skills work in much the same way, although they entail you grabbing your opponent and beating them roundly about the head. They simply

sap energy until you escape (in the same way as for the throw) and are thus best used for that Special/Knock Down plan (see below).

Knockdown (3 polate)

Simple, effective and very, very pleasing. Basically you just have to, er, knock your opponent to the floor. This can be done in one of two ways:

A) Use one of your characters special 'Knock Down' moves to floor the bad guy,

irrespective of health. The best way to do this is to lay into him somewhat first (so that he'll be momentarily stunned), or judge his attack correctly so that you've time to activate the move, as the Knock Down takes its time in 'charging up' (you'll see it's working when blue-white smoke





envelops your hand/foot). Then... KABOOM! Lovely.

B) Beat him senseless so that he enters the 'Piyori' condition (signified by them being dazed with stars circling their head). Then, either activate your Knock Down or, if you've not much time ('Piyori' only lasts



so long, as health will recharge), simply use a more powerful punch or kick – simple jabs won't knock 'em over.

COMMAND LISTS

At any time in the game you can pause and check your Commands listing. This is an amazingly helpful tool, especially in Training, where you can simply refer to the lists to polish your performance. You'll notice that practically all of the characters share common skills (such as Inashi and Sidethrow Shoulder Return) but have their own unique skills too - don't underestimate the common moves as they are the footsoldiers in the great fight of life. Or something. Anyway, they are your greatest allies and it's worth just simply learning the majority of them so you can string together basic energy-sapping hits and kicks. Your Knock Downs and Specials are pretty useless if you don't know the basics.



Counter (3 motors)

Fiendishly tricky yet incontrovertibly your greatest ally. Each character has their own Counter move, and it works by interrupting an opponents attack and smacking them down. You'll have to be utterly Zen-like with your timing to make this work; if you do manage it, you'll floor your opponent irrespective of their health. It's worth noting, however, that an unsuccessful Counter still erases a large chunk of energy, and so it's worth using in your repertoire of

'normal' attacks anyway. It's especially useful if you're trying to get your opponent down to 'Piyori'. In doing so, we've found that the law of averages usually allows you to Counter successfully somewhere along the line.





Special Mounts

A mighty four points, eh? There's a very good reason for that; you can ONLY use a Special when the arch foe is swaying in the

Piyori condition. It is, therefore, a Fatality or Execution in all but name. It's worth following the tips for the Knock Down and Ringout (both above) to use it. The only drawback is that they're very complicated to enact, so you'll have to be quick off the mark.





Gian Swing

Judge (1 point)



Each 'bout' has a time limit of 30 seconds – when this runs out, the judge will award a point to whoever has scored the most hits on his or her opponent. You'll be notified, via a countdown, of when time is running out. It's worth going hell for leather in these last ten seconds with a fusillade of jabs and kicks



(the more basic Upper and Lower attacks) to gain the edge for that single, yet vitally important, point.

Avoidance issue

The left Shoulder Button is your 3D move button – use it and you'll be in the 'Hirari' condition in Fighters Destiny Speak – allowing you to sidestep around your opponent. We cannot overstate the importance of this function. Standing directly in front of your opponent means you're going to get hit, right? So sidestepping allows you to dodge. In the process, you'll gain time to activate a time-eating move (say, a Knock Down) as your opponent will clumsily punch thin air whilst you prepare.

Similarly, the right Shoulder Button allows you to 'Guard' (or block). Use this whenever you can.



The Players

All the characters in Fighters Destiny have their quirks. Here're some tips on their performance, divided into their particular styles.

All Rounders: Ryuji, Abdul and Leon.

These three don't particularly excel in any area, although Abdul errs more to the side of the slower, more powerful characters. As such, it's perhaps worth concentrating on his more devastating moves (Flying Fish From Hell is a good one) and playing for the time to use them. Leon is slightly defter of touch, and should be handled in a nimbler way - plenty of dodging and jabbing.

Ryuji, however, being the default character, is stuck firmly in the middle, and is therefore an unflashy, meat-'n-potatoes kinda guy. As such, he's possibly the most adaptable character in the game - his Mach Fist is a fairly dependable Knock Down move (indeed, it's this move that got us through the tournament!).





the bunch and, therefore. they follow the carved-in-stonerule of all beatem-ups by being capable of delivering an almighty amount of damage but ARE A BIT

SLOW. Tomahawk is the slightly quicker of the two, but even so, the best tactic with these is to simply wade on in and start whupping. However, due to their strength, you'll find that Tomahawk and Bob are also more adept at inescapable throwing.

SECRET GOODIES

Fighters Destiny has its fair share of secret chopsocky chums, oh yes mama. And here's how you get them. It's not easy! (Note: You'll have to attempt these with a character that has a star by their name on the character select screen. This is achieved by beating the single player tournament on any difficulty level.)

PLAY AS BORO

Simple. Complete the game on Easy and there she is for you to use.

PLAY AS USHI THE COW

Yes. A big, bipedal cow. The mind boggles. Hmm. Anyway, you'll have to survive in Rodeo mode with Ushi for over ■ minute – you mustn't beat him, you just have to stay standing.



PLAY AS ROBERT THE ROBOT

Robert the Robot, oh dear me, ha ha ha, guffaw, snort. Ahem. You have to play Faster mode and defeat everybody within a minute (that's not a minute each, that's a minute ALTOGETHER. Not in any way shape or form is this simple).

PLAY AS THE MASTER

Beat the Master Challenge and everyone in it. Piece of cake? Er, no, not really. Good luck

PLAY AS THE JOKER

This really does require a herculean effort and mighty buckets of luck. You'll have to beat ALL 100 of the characters in Survival mode to get the Joker, It's madly hard. The first person to do it and send us a photo wins something



Quick: Melling



Meiling is pretty darn nifty, so the best ploys, you'll find, will revolve around a highly mobile game. Try to be constantly on the move, dodging and jumping, and working moves into these. Her Renshu and Butterfly side attack are particularly good examples of simple

ค^{้างที่เหมืองนี้เกมืองนักเป็นเป็นที่ได้ใ} Sida Hald Thrax

and swift damage-doers. If you can keep dodging your opponent, you'll probably find the time to squeeze in a Knock Down, or two, without risk of failure.

Aerial: Valerie

Hmm. A bit confusing, this. 'Aerial' here doesn't mean mid-air combos; rather, Valerie's strongest attacks aim to make her opponents 'float', which means whacking 'em so hard that they leave the ground. In order to do this, you'll find that she's quick



off the mark, as you'll need to get in close to ensure maximum floatage. Two hardy perennials are her Palm Float and various Somersault Kicks. 'Floating' an opponent will also allow you time to get in there and sock the swines again. Very nice.

Skillful: North

A tricky blighter and no mistake. Ninja specialises in more elaborate stylings, with a few lock skills (Hell Gate Knee is particularly nice) and some more bizarre moves such as the Art of Transform, which swaps you and your opponents positions. Very

odd. A game using Ninja is probably best served by using his more complex skills - he'll probably get beaten in a straight, wear 'em down fight by the more rounded characters.



Tricky: Plume

The mad clown fella is probably the hardest of the Fighters Destiny characters to get to grips with, with a variety of unusual, complex and acrobatic tricks up his sleeve. His Transform move powers him up through several stages (you can tell how much because his nose grows each time you do it. Do it too much, though, and it'll explode, and you'll be back to the start). You'll need to be highly dextrous and a very accomplished Fighters Destiny player to succeed with Pierre,

and be intimate with his command list. His attacks are incredibly athletic, and a lot of them (such as the Jolt Rolling Kick) leave Pierre facing the wrong way; it is vital, then, to know a counterpart move that will either a) swing him back round, or b) attack the foe behind him (such as his Back Heel Tap).





beat all your best Time Trial records in

DDYKON

by Daniel Glenfield

As DKR storms our I'm the Best league tables, let our expert guide show you how to shave a few more precious

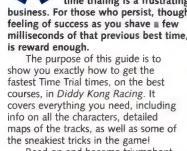
seconds off your best times.

s anyone who entered our Mario Raceway contest way back in issue 4 will tell you, time trialing is a frustrating business. For those who persist, though, the feeling of success as you shave ■ few milliseconds of that previous best time, is reward enough.

with your time trialing!

PREVIOUSLY IN No. 1 was a man review in DKR in and tips ever since!





Read on and become triumphant

IN GENERAL

Before we get onto the maps there are a few important tips to learn. Time Trial is very different to the Adventure mode – one crash or small mistake will wreck your whole race, leaving absolutely no chance at all of catching up lost time.

VEHICLE

Always use the default machine for each course – it's always the best for achieving the fastest times.

TURBO START

The turbo start is vital for securing a world-class time, especially with those characters who have slow acceleration. To get the strongest turbo start (a green one) you must wait until "Get Ready" flashes up and press the accelerator just before "Go" appears.



COURSE LAYOUT

Obviously, learn the course before you start so you know what's coming up next, and can prepare for it.



These are the real key to fast times because each one you collect slightly increases your speed. When you reach the ten banana mark you will be at top speed so any more you pick up will just be surplus. It's best to concentrate on collecting the bananas on the first and second laps, as this allows you to concentrate on a really fast final circuit.



CORNERING

Take corners as tightly as you can – taking them wide will lose you vital milliseconds.

STAYING LOW

When using either the kart or the hovercraft ramps can be a problem, as they result in you flying through the air, losing speed while you wait to land. The most effective way of dealing with ramps is to hold UP on the analogue stick as you reach the peak. As you

leave the ramp the front of your kart will be pointing downwards, thus increasing your rate of descent and minimising your speed loss.

ZIPPERS

For a respectable lap time you must use every single one of these, unless it is to your advantage to avoid one and collect a few bananas (which it hardly ever is). You should, whenever possible, use a full-strength (green) boost. This is achieved by releasing the accelerator just before you touch the zipper, and only putting it back on once the green light fades to smoke.





If Nime That champions use TT so their chancier. Als scoolansion is on parvith Tiptup and Pripty, making him quick off the line and out of corners, vithing his high queed in text in the time. Als legt speed is as good as immetick and his only desirable is his handling. This can't servible by any leans (it's of about the came standard as Bargorij and, if you want to get sto our I'm the Best league table.

rto our I'm the Rest league to Troubly is the best there is:

Aust in case seyment forgother from to give TT, you must race each track in Time Trial mode until you have a good from When you neverthe the track to name again. IT will challenge you. When you've bestern all TT's challenges on all the tracks. IT will appear in the Charter's Select screen.





VEHICLES

Each vehicle is unique in Diddy Kong Racing, so you will have be patient and learn how each one handles to be sure of total control, something which is essential for success in Time Trial mode. To save you a bit of time, each vehicle is detailed below along with any handy tips which apply to them.



Very similar in handling to those in Mario Kart 64, the kart in DKR is the fastest out of the three vehicles, as well as having the best handling. The downside is, obviously, that it's limited to the confines of the track i.e. no shortcuts over lakes etc. Below are various techniques and tips for the kart...

QUICK TURNS

This is a useful technique for pointing your kart in the right direction just before you hit a zipper. It's very quick and easy to perform; simply hold the analogue in the direction you want to turn and tap/hold B.

TWO WHEELED CORNER

For an extremely tight turning circle (and a massive drop in speed) hold the stick in the direction you want to turn and tap/hold A + B + R (repeated tapping is often better than holding for short, tight corners).

POWERSLIDE

When powersliding (analogue + R) you can alter your slide in two ways. The first is by pushing the stick in the direction of the corner, thus giving a tighter

turning circle. The second way is by holding the stick in the opposite direction to the corner,

making it especially useful if you've used the powerslide too early, allowing you to correct yourself. With the latter

LOOP-THE-LOOP

makes the plane fun to

use. As you're flying,

This is what really

version of the powerslide, be careful not to hold the stick in the opposite direction for longer than two seconds, as this will cause you to spin out. You can get around this by holding the stick for two seconds and then releasing it very briefly. You can now continue to hold the stick in the opposite direction for another two seconds before you have to release it again. ALTERNATIVELY, should you want to stay very close to the corner (and you should) continually tap the stick, in

the opposite direction, to hug it tightly.

SPEED UP

A powerslide actually raises your speed, so take those bends early and alter your slide to maximise your speed gain.



The slowest yet the most enjoyable vehicle to use, the plane's handling is similar to the Arwings in Lylat Wars. The main advantage is its ability to fly over obstacles, such as trees or ramps, which would hinder the kart and

BANKED TURNS

This technique is executed via the analogue and R. It allows you to stay

close to a corner, thus helping you to achieve a low lap

SHOULDER BANKING

This technique is similar to the twowheeled turn used by the kart, as it is executed in the same

way (analogue + A + B + R). You also suffer the same dramatic speed loss, so try to avoid using it unless absolutely necessary. Should you need it though (and you will) use brief, repeated taps rather than holding the buttons down for too long, as this will minimise your speed loss.



double tap the R button (without touching the control stick) and you can pull off this aerial stunt with ease. If

you release the accelerator just before you finish you will receive a speed boost (although it is a waste of time doing this in Time Trial mode as you spend too long in the air, and

the boost isn't all that powerful). Another useful bit of information about the loop is that if you hold down R you can fly upside down towards the camera, which is handy if you've just missed a zipper.

Another reason why the plane is such a pleasure to use, this technique is actually useful when trying to beat your lap times, as it raises your speed. The downside is that you will momentarily lose control of your plane and, ideally, these should only be

used in barren areas where you don't need to move the plane much. But, since DKR's tracks are packed with corners, zippers and obstacles, these open areas hardly ever occur, so you're better off using barrel rolls straight after corners, where there's a

gap before an obstacle or zipper etc.

PLANE ZIPPERS

For the best possible times you must enter these head-on; entering them from the side will cost you vital milliseconds. Why? Well the plane zippers actually hold

you, line you up in the direction they are pointing in, and THEN release you with a boost.

OTHER ZIPPERS

The secret of success with the plane is to use not only your own zippers, but those belonging to other vehicles. For example, Windmill Plains has both kart and plane zippers. It is possible to hit both kart zippers followed by your own plane zipper to speed through the long straight quickly. To hit the ground zippers in the plane you will need to hold UP on the stick as you approach them.



88: 56: 54



NOS.

Hovercraft

This is the vehicle which will take a while to master as its handling is VERY sensitive and too much oversteering (which frequently happens if

you're not used to the controls) can cause you to stop. However, it is the second fastest vehicle and it can take shortcuts over water.

BOUNCING

Just like the hop in *Mario Kart 64*, the bounce in *DKR* is achieved via the R button. By using Up and Down on the stick you can clear small mounds, and it is vital for getting up onto the ship in Whale Bay.

BOUNCE CORNERING

This takes practice but, if mastered, will help you to navigate bends with

relative ease.
As you push
the stick to
turn (not too
hard,
remember)
start hitting

the R button

With any luck you will make it around the corner fairly tightly, keeping your lap time as low as possible.



ZIPPERS

The hovercraft zippers are the same as plane zippers, correcting your position if you don't hit them head-on, although they don't hold you for as long.

OTHER ZIPPERS

Rather cheekily the hovercraft, like the plane, can use all

three types of zip, however you can only reach the plane zippers that are very low (like the first plane zipper on Windmill Plains), and you will need to use R to hit them.

THE TRACKS

Ancient Lake

BEST TIME: 00:52:86 BEST LAP: 00:16:75

Ancient Lake is simplistic in design, with very few places where you can knock seconds off your time. Its reliance on pure driving skill rather than shortcuts makes it suitable for all and this is also the reason why it's one of the most popular tracks.



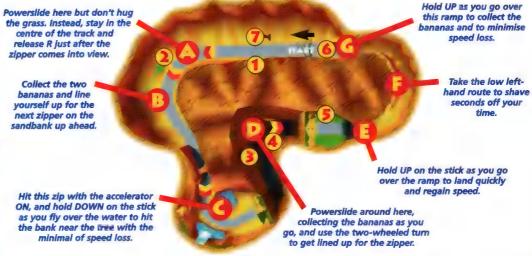


Fossil Canyon

BEST TIME: 01:22:55 BEST LAP: 00:27:21

Possessing one of *DKR*'s best shortcuts, Fossil Canyon is good for beginners and experts alike; the track is simple but contains many time saving opportunities to keep those times low. Just remember to hold UP on the stick as you reach the top of ramps.





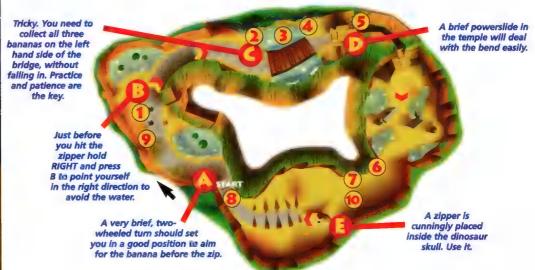




TIME: 00:57:35 LAP: 00:18:61

With its Aztec appearance and its wonderful waterfalls, Jungle Falls is a joy to look at. However, time trialing can be a tad frustrating until you can pick up the three bananas, on the bridge, on the first lap. Once again, pure driving skill is required to gain a record time.

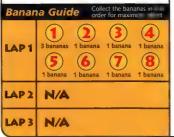


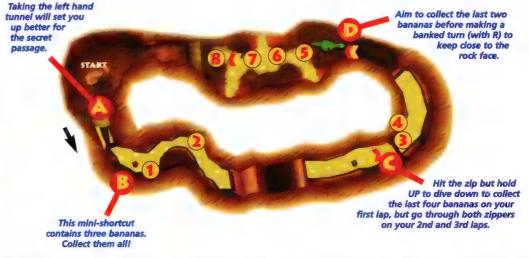


Icano

1:20:96

As well as having some of the best graphics AND music in the game, Hot Top Volcano is a joy to play. Make full use of the guide and you should have no trouble beating your previous best.



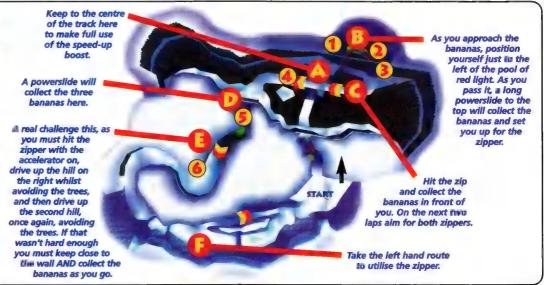


Irus Cove

BEST TIME: BEST LAP: 02:02:50

Timing is very important here with regard to powersliding. Get it wrong, and you'll have to use the two-wheeled turn to rescue yourself, slowing you down. The latter stage requires careful driving, otherwise you'll hit the trees or fall onto the ice.

Banar	Banana Guide Collect the bananas in this for maximum effect		
LAP1	3 bananas 1 banana 1 banana 2 bananas 5 6 3 bananas 2 bananas		
LAP 2	N/A		
LAP3	N/A		



Windmill Flavor

BEST TIME: 01:55:10 BEST LAP: 00:15:90

Windmill Plains is basically a giant crazy golf course, with its windmills, tunnels and water pitfalls, surrounded by beautiful scenery. It's easy to understand why this is our favourite course, even if hitting the kart zippers with the plane can be infuriatingly tricky.

Banana Guide LAP 1 LAP 2 N/A

Now comes the hardest bit. Line yourself up with the windmill you come out of the tunnel (so you eventually fly past the left hand post). This will help you to hit the first zipper. Then you need to raise your altitude slightly to avoid the pavement and enable you to hit the next kart zip, followed by the plane zip.

You will need the shoulder banking technique here to stay close to the wall.

Fly through the air zip and swoop down to collect muc bananas.

To use the kart zippers you have to hold UP on the control stick before you get near them so that you are low enough to touch them. Don't worry about losing speed when hitting the ground - you won't.

> Keep dose to the inside wall, collecting the banana at the same time.

It is possible to collect two of the bananas to the right of the zip and collect the speed boost, but it's difficult. You must fly towards them and, just before you reach them, fly LEFT and UP using the shoulder banking technique.

scent (slamn

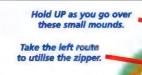
01:26:55 00:28:03 BEST TIME: BEST LAP:

N/A

LAP 3

What starts off as a fairly easy track suddenly gets a lot tougher as soon as you board the ship, requiring quick two-wheeled turns to avoid crashing. Remember to use the narrow gap before the finish line to cut off the bend. It will save you a lot of time.





Hit the zipper with the accelerator ON, and perform a two-wheeled turn to utilise the shortcut between the pillar and the wall.

A powerslide here will allow you to collect the bananas.

> Use the two-wheeled turn for this bit, and a powerslide for the bend that leads out of the ship.

Go for the bananas here, as this direct route to the zip will save time.

Just before you hit the zipper hold RIGHT and press B to point your kart in the direction of the bananas. then collect all three.

You want to collect at least one banana from here.

And here

Take the right

hand route,

collecting the

bananas as you go.

Darkmoon Caverns

BEST TIME: 02:08:65 BEST LAP: 00:41:23

Darkmoon Caverns is one of the most challenging tracks for time trialing. Its tight corners and laser bolts make it all too easy to crash, but it does remain popular amongst DKR experts who see it as a true test of their ability; mastery of the kart is really tested to the limit.



Start a long powerslide as you leave the tunnel, all the way to where the first banana www. before releasing R.

Powerslide from the start, releasing R once you have lile first banana.

Hit the zipper with the accelerator ON, and whilst holding UP on the stick, to avoid hitting your head on the roof of the tunnel, and to collect the bananas on the right.

Use a powerslide to keep close to the bend, avoiding the laser and collecting the bananas. You may have to tap B to keep close to the bend.

To use the zipper you must use a pair of two-wheeled turns in reach it, and to avoid hitting the wall.



must use a mixture of powerslides and twowheeled turns m stay close to the inside of the track, and to go through the explosion instead of to the right of it.

Lots of twowheeled turns are called for here.

ARE YOU THE BEST?

If you can beat our times for these tracks, enter our I'm the Best leagues. See page 92 for details.

HELP WANTED!

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PUBLISHING SEC

ometimes, once in a while, a game comes along that demands your non-stop attention. And, after a smidgen of playing you come to realise you're actually quite good at it. Then, a couple of days later, you're teetering on the edge of being a bit of an expert. At this point, then, there is only one path to follow: Help Wanted.

See, here at N64 Magazine, we always value the input of our readers, especially when we're well aware that, most of the time, you give us all a darned good run for our money. And, accordingly, what we want to do is give you a chance to strut your impressive gamesplaying stuff and lend a hand to all N64 Magazine's other readers in the process.

The rewards for a successful guide are astounding. Well, pretty good anyway. Send us a brilliant guide and, if we print it, we'll send you an exclusive **N64** Magazine jacket. Get writing!

The rules

- Your guide wants to consist of about 2000 words of expert advice on a game you've played until you're blue in the face.
- Rather than trying to cover the whole game, follow the example of 'Help Wanted' features that we've run so far and focus on just one aspect of the game. (Adam and Leo have just concentrated on level five in this month's guide to beating the computer in ISS64.)
- It's detailed briefing that's the most important thing, so don't worry too much about pictures or presentation. Wil and Paul'll sort all that lot out.

Please send your contribution to: Help Wanted, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

Remember to include [1] your name, [2] your address and [3] the size of the **N64** Magazine jacket (S, M or L) you'd like if your guide is published.

Oh, and you'll probably stand a better chance of getting published if you go for something a bit 'different' – maybe not a multiplayer guide, for a change, and perhaps a less-obvious game.

HOW TO...

give the computer a good hammering on level five of

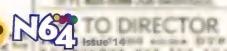
155564

by N64 Magazine's football pundits, Adam Hymes & Leo Dennett

ISS is undoubtedly, THE footy game on the N64. However, what begins as a playful little kick around, soon descends into a mad power struggle as the computer digs its heels in and starts to give you a good hard whupping.

Ahem. Never

Ahem. Never fear friends, help is at hand...



JUMPERS FOR GOALPOSTS



Although it's often tempting to just get straight on in there and play the game, the more seasoned ISS players will want to make use of their sheepskin coats and have a tinker with the management options. It may not be the most exciting aspect of the game but when you're taking on the big boys on level five, (expert) it can make all the difference.

Team selection

You don't ALWAYS have to play as Brazil or Germany to thrash the opposition - but it helps. By all means play as Japan, if you like, but don't be surprised if you find it frustratingly difficult to put a single goal in against the computer.



Strategy

'All OF' tends to work especially well on corners, and when launching attacks against the computer, as it floods the penalty box with available men. 'All DF', on the other hand, can prove to be invaluable for quickly tracking

defenders back in emergencies.



However, the most useful strategy - and completely fail-safe if used with care - is, in fact, the OS Trap. Admittedly, using it in open play is a bit hit-and-miss, but when it comes to set pieces it's just the business. If you time its activation until the moment the arrow begins to swing, you will catch the CPU opposition out every time, as they inevitably seek the front men from all free kicks, anywhere between the penalty area and the halfway line.

Marking

Although it's advisable to mark your opponents star player out of the game, you have to ensure you don't overdo it. If you tie up too many players you risk leaving holes in the field the computer could drive a bus through, and there's nothing quite so soul-destroying as watching a struggling CPU player hoof the ball to a waiting man just outside of the penalty area. It therefore pays great dividends to approach the subject of marking,

like a high ranking SWAT team member.

Use two full backs to mark upfront strikers. DO NOT use the middle

central defender or sweeper in a three, or five, back line set up - these players should always be left free to track back, as a last man, if they manage to get behind you.

Teams like Germany and Holland, who employ running wing-backs, will, time and again, try and storm the flanks, float one in and head on home. You must, therefore, place two markers on these little scamps to avoid an embarrassing score line at full time. Finally, when it comes to teams who play with three centre forwards. (Such

as Bulgaria and many of the All-Star teams.) These can be kept in check by placing a holding midfielder like England's J. Moore on them. Again though, avoid using any chaps out of the middle of the field.

Formation

Although you're offered a startling array of formations to choose from, the best advice we can offer is to stick with the one you love and learn to predict exactly where your players will be, and when.

Generally speaking, you're probably best off playing with either three or five

men at the back. The four man set up seems to feel and play "flat" and is full of holes. Besides, having the odd man lurking about at the back can often save the day, as it's an effective way of stubbing out sure-fire breaks on goal by your

You'll also want to position your midfielders wisely - not too clustered, not too thinly spread. The English 5 is particularly satisfying as you rarely have gaping holes or men unmarked in the middle of the park.



Finally, stagger the men up front slightly. It may not look all nice and tidy, but it enables you to sneak in round the back of the computer's defence, more easily, and give their goalie a fright.

HOW TO...

It may not be terribly sporting, but hustling the CPU keeper is a great way to stuff one in the back of the net. Start giving him aggro by standing in front of him as he attempts to clear the ball and then, just 11 the camera starts to track out, either slide in with ■ tackle or shove him good and hard. (A+B together.) Although the incident will take place off camera, you should hear the accompanying crunch and the commentators dulcet tones say: "He's gone in hard!" The ball will then go downfield, probably somewhere around the halfway line. Now, get one of your players sa the end of it, double quick (this is the difficult bit) and punt it back towards the goal with "shoot." The goalkeeper will either still be flat on his back or just scrambling to his feet the ball screams (or pin-rolls even) into the back of the net. By using this "tactic" it's easily possible to score goals from 40 or 50m.







IT'S A FUNNY OLD GAME SAINT

Once you've created your own little Dream Team, it's time to prove your worth and tread the hallowed turf.

The kick off



If your opponent gets to kick-off, speed into the centre circle with a block (or a slide if you're playing against weaker opposition). The CPU will often just run straight at you, so it's fairly simple to steamroller over him and win possession. If you're facing off against the likes of Bulgaria, Croatia or Spain however, you need to do things the hard way, as they

tend to pass it back and forth, or spread it wide from

If you get to kick off, you'll have to be pretty fast on your feet, as the computer will employ similar tactics to the above. Try a wide through ball, or a sneaky dash, back heel pass, wide through ball combination to leave him in your wake and maintain the offensive.



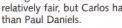


Tackling

You really do need to know when to slide and when to block tackle. At level five, the most pressing problem is not getting sent off for a bad one, but that the CPU will just ride many slide tackles and slam the ball into the back of

The general rule must be: slide if you're somewhere in the middle of the park, in less dangerous situations and with players whose DF abilities are weaker or when facing a forward with a good defender; block tackle, especially if your player is strong defensively, as the ball will not run on after the tackle.

You also need to find out who the referee is (don't skip the coin toss or wait for the first infringement). Heinz is a softie, Hasegawa is relatively fair, but Carlos has more cards up his sleeve







Don't be afraid to use body contact especially if it's head on, but be aware that CPU players will get the pass through even as they are being flattened, so it won't necessarily break the attack down at all.





Passing

This (along with scoring, obviously) is arguably the most difficult aspect of winning on level five. The key to success is the through ball. A normal ground pass, of any distance, is unfailingly picked off, or intercepted, by the speedy

CPU. The through ball, however, is less easily intercepted - especially if you give it a

It's not infallible, though. In fact, it is even more prone to interception if used when an opposing player is very close by. In this situation, particularly over short distances, it's probably best to gamble and take your chances with a normal pass.



Attacking

You must learn to spin your strikers on the proverbial sixpence, especially on the fringe of the box (where your attack will so often be snubbed out). Unlike the "novice" and "beginner" levels, you will rarely be able to skip past defenders on the "expert" setting. It is not necessary to perform the dash spin though (rotate the stick while holding down

dash - as in the manual), quick thought and reaction will have you sidestepping the opposition in no time.

Speaking of timing, with practice, you should be able

to anticipate just when your opponent will move in for the tackle, as there is often a momentary lag before this happens.

One more general point regarding your opposition. ISS has been programmed in such a way that each team has its own typical playing style. As a result, they tend to use the same strategies to build up an attack, time after time. It is

therefore advantageous to observe and learn the way the "Big Teams" piece moves together, so you're in a better position to exploit them at a later date.





GOOOOOOAAAAAAAALLLLLLLL!

On level five, the goalies tend to stop almost everything that you throw (or kick) at them and, if a shot is parried, they will bounce right back up like Billy the Fish to parry again, unless you react like greased lightning. Nevertheless, there are ways and means...



Open play

If your forward breaks free of his marker around the penalty area, get him to just shy of the by-line and try and blast a shot from somewhere around the meeting point of the six yard box and the goal line. If the keeper has begun to move off his line, there's a good chance you can catch him on the hop and slot one past him - if not on the initial strike then on the scramble for the rebound.

Play a through ball to your top striker and let him dash and dodge his way into the box. If he's past the last defender, slow to a normal pace

to draw the keeper out. Then, just as he dives at your feet, give it another burst of speed. Even if the defender has caught up, the ball will be in the onion bag before

the goalie can get up. As above, break through with your centre forward. You should aim for (or find yourself in) the middle of the box, with just the keeper to beat. Wait for him to start advancing, then blast a shot past him as he crouches, paralysed, for the ultimate in smugness.





Set pieces

These become increasingly more difficult to pull off as the difficulty setting gets ramped up. But, with a precise combination of skill, timing and outright fluke, it's still possible to make these little beauties work:

The short corner - Make sure you have one of your players waiting on the near post. Line up the cursor with him and take the corner at the maximum power with the pass button. As the ball

leaves the corner takers foot, move the receiving player forward and charge up the shoot button. Before the keeper realises he's been made a right fool of, you should be able to release shoot and hammer one past him.

The mid corner - First of all, move the cursor as near to the goal line as possible, and cross one in at about half strength. Charge up the shoot button and then, if you're lucky enough to get the cross to land on one of your players' heads, release it to send the ball goalward, with an impressive Kevin Keegan-style flick.

3 The free kick – Although it's obviously better to be awarded the penalty, a free kick just outside the area can be equally productive

- if you know what you're doing. Aim the cursor at the wall near the post and shoot with B at about three guarters power. The ball should (and that's SHOULD) clear the wall and go in. Failing that, there's a good chance it will hit the

bar and go up into the air. It's then fairly easy to get a waiting player to nod it in. It's worth pointing out though, that in order for this tactic to work, you need to belt the free kick at exactly the right mark on the power gauge. Admittedly, it's a bit of a pain, but it does reward some thorough practice.



In our opinion, the sexiest and most difficult goal to score is the diving header. It takes quite a bit of effort but, believe us, its well worth the effort (if only because the animation is just soooo cool). Your best option is to swing a cross in from the flanks and have three of your guys waiting up front on all out offence. If timed correctly from the far corner of the penalty area, with outcurl and backspin to foil the keeper, it should meet the diving head of your centre forward... Perfect.





ERNATIONAL

ICHANIPIONS FILE

WE'RE ALL GOING TO WEMBLEY, TA NA NA NA! TA NA NA NA!!

Right, now all that's left to do is pull it all together in order to get your hands on that shiny silver cup. Read on.

The moment of glory

Winning the cup should be a fairly straight forward affair with enough practice - and these cunning tips. Just remember to watch out for players on yellow cards; three equals a suspension - although cards picked up in the preliminaries are thankfully cancelled before the next round begins.

If you have a couple of hotshots on your team, it's best to rotate them as fatigue is definitely carried

0-0

over from game to game. Also, rest players against weaker opposition, and take your stars off at half time if you're 5-0 up against "quality" sides like Northern Ireland.

The above also goes for the league games. The main thing to bear in mind

here is the sheer weight of meetings - 70 Internationals is no Sunday afternoon kickabout. If you are determined to play a run of games without a 15 matches, since the big stumbling block to progress is lack of concentration. During the last game of a run against Brazil, Holland, Italy and Germany, you will very quickly be made aware of the fact that you are up against a computer that will not tire, and will not stop!

That's it really. Unlike most footie games, ISS does not dictate one route to success - there are no

secret keys or easy moves. It's just a question of getting it right on the big day. Now get out there and make your mum proud!



0-2



SHOPPER!









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Chunky Americans chucking an odd shaped ball? Those'll be the new Madden 64 cheats then. No good? Well maybe you'd like to try some fluffy slippers in Mace?

Madden 64

(tested on Pal version)

All these cheats are activated using the same system. Start new season, go to Front Office then Create Player – Name. Enter the desired cheat, select Continue and Save then press B twice to take you back to the main menu. Now select Exhibition game and try out the new teams or stadiums.

1970's team

To relive those hazy days when folk would ask OJ Simpson for an autograph, enter 'SEVENTIES' for a 1970's select team.



1980's team

To battle against the likes of William 'The Fridge' Perry and Joe Montana enter 'EIGHTIES'.

All Madden team

If these prove too easy or you really need a mighty team to win the odd game, type the name 'TIBURON' for an 'All Madden' team with 100% power in every department.



Extra stadiums

For some more interesting stadiums than usual, follow the same procedure and enter the town of 'SAN MATEO' (Electronic Arts' home town) for a special EA stadium or 'MAITLAND' for a suitably devilish Tiburon ground.



Golden Oldie

When indulging in spot of Mario Kart 64 remember you can avoid losing vital seconds when you run over banana, by momentarily pressing brake and accelerate together. Your character will whistle cheerfully as they continue on their merry way. This top tip also works in the battle arenas keeping hold of vital balloons.



Tetrisphere

Hidden game

Trust Nintendo to get some life out of the old dog. To add another game mode to the list, type in 'LINES' as a new name.



button for a groovy graphics burst.

Mace

name then press and

keep hold of the reset

Secret movie

Enter the word 'VORTEX' as a new

Play as Janitor Ned

Start the game as usual then, at the character select screen, highlight then press each of these fighters in order: Koyasha, Executioner, and Lord Deimos. Now highlight Xiao Long and press the Quick button (usually A or B). And there he'll be in all his glory, overalls neatly pressed, waiving a rather dangerous looking broom.



To have some fun, highlight and press start for these characters (Al-Rashid, Takeshi, Mordos Kull, Xiao Long and finally Namira) – top comedy antics.



Who'd have thought such a spine slashingly, knee knackeringly gruesome beat-'em-up could have cute bunnies hidden in its heart? Simply highlight and press start on Ragnar, Dregan and Koyasha to earn some new footwear.







EADERS' TOP TE

ou readers certainly know your stuff. Every month we are bombarded with heaps of the finest quality tippage. And, to show you just how much we appreciate your efforts, we reward our favourite tip with the clear, classiness of a MakoPad 64 from Interact (that's them on 01202 700139, that is).

The jest of you should be equally satisfied when the postman delivers a much-sought-after N64 badge to your door. Right, get playing your games then, find all those hidden secrets, bizarre glitches, exciting extras, and whatevers. Send the details straight into us, using the coupon below, and you too could be starning on this page.



1. Goldenbye 007 I've found that on keel 15 (Jungle), if you save your remote mines for Xenia you can execute her. Here's how, first plant the mines at the beginning of the rope lindge and by to tempt Xenia to come at an you. Then run back to the side you came from When Xenia runs by the mines, defonate them and that should kill her **Tobias Tofar, Essex**



2. GoldenEye 007

Hold B and tap Z to cycle backwards through your weapons. Josh Clarke, Ipswich

3. Goldenays 007 If you're finding it hard

to do Bunker 2, use this simple but effective tip: once you've killed off the guard patrolling the cells, let Natalya out. She is immune to bullets thus acting as a budyguard Just try to shoot round her and not through her Rob Paxten, Portsmouth

4. Bomberman 64 Locking for more variety in your multiplayer battles? Go to the game selection screen (where you those between adventure mode. battle mode etc.). If you have a controller with a pause button. press it, or just press the start button cuk sle and repeatedly until you hear a chime. (You need to tap it quickly, as if you were maying a track and field geme.) Now go into the battle mode and the four extra battle levels (In the Gutter, Sea Sick, Bizzard Battle and Lost at Sea) will be enabled. Vincent Coyne, Galway

5. WCW vs NWQ:

When you're being pinned or held in a submission move, pushthe psystics and then release it and your opponent will have to release you. This, offectively. makes it impossible for you to lose a light via a pinfall or submission



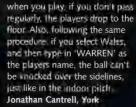


8. Top Smar Kally

You can access some very rice cheats by using these codes. (note: cheats are on the D publ) Bottom-C, Z, B. Top-D. Top-D and Right-D gives you a migraine Inducing Rainbow mode and B, Left-D, Right-D, Top-D, Left-D, Z. Right-D gives you a special PLyStation mode. Ha ha ha. Lee Heap, Luton



Hot potato mode: Go to the player edit Select Ireland. Enter the name of any player as SPBD' If successful the player will jump and down. Now



-

8. Duke Nukem
If you shoot a tollet, water will start to flow. If you're low on hit points, stand close to the water and press A. You'll hear a slobbering sound which means Duke is drinking the water, slowly refilling your strength. No name given



5. GnidenEye 007 In issue 12, on how to ensure victory in GoldenEye's deathmatch, Tum Chase said that the grenade's weakness is that it takes ages to detonate. I have the solution. Before you throw the gransse hald the

Z bulton for 3-4 seconds then release it and the greade will explane as soon as it hits the ground, But he and up if you hold it for too long it will blow in your face.

Agent 008 Youssif Walid, London



If you are struggling to polish off Inevelyan on Cradle, then wait until he mays "Finish the job", and then let him jump down the hole. Don't follow him, though, instead go lauck along the walkway to the and, look across - win and you should see Alex problems begging to be blown away it d be rude not too! Peter Jones, Halifax



OUR TOP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us straight away! Each month we'll pick the ten finest and if yours makes it in we'll send you a much sought after N64 pin badge. If your tip is our very favounte you'll get something extra special.

HERE'S MY TOP TIP...

97 11 14

It's for [game name]:

And I've found that if you:

Name					
Addre	5	ζ	6		

Post code

Send to: Tips Extra, N64 Magazine, 30 Monmouth St, Bath BA1 2BW If you don't want to cut up your magazine, send a photocopy Instead, and continue on another bit of paper if you run out of room.







If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

t is with open arms and raised spill-proof beakers that the Hotline welcomes the onset of the somewhat legendary occasion that is British Springtime. Ah, the warmth of the sun on your back, ah, the glare of the same sun reflecting harshly off your television screen, burning your retinas as you sit, pale and pasty in a darkened room playing your Nintendo 64.

The impending flux of quality N64 titles, due to be released in the coming months, means that all of you lucky, lucky things can experience the joys of Gamer's Hibernation. This bizarre phenomenon afflicts the most hardcore gamers, as they leave society as we know it and retreat to their natural habitat, otherwise known as the bedroom, to hoard their newly hatched games. Much later, they emerge dazed and malnourished to discover that, whilst they have been honing their gaming skills, all their friends have died of old age and the only milk left in the fridge is three years out of date.



DIDDY KONG RACING

The questions you kept on asking...

How do I get the key on **Dragon Forest?**

> This one's is so cunning you could stick a tail on it and call it a weasel. Go into the Boulder Canyon course, and drive through until you come to the drawbridge. Ring the bell hanging from the chain, by driving into it, and then turn around and use three turbo balloons (the blue ones) to get to the top.

I've got to Future Fun Land with 38 balloons, but it says I need 39! How do I get the last balloon?

Chances are you've missed one of the hidden balloons on the main island. Bear in mind that there is one balloon for each normal race, one for each Silver Coin challenge and one for each of the bosses. With all these done, there are seven left to get. You will get one for each of Taj's challenges, which is another three, MAKE SURE YOU PICK UP THESE BALLOONS! You don't get these automatically, you actually have to drive into them to pick them up. The other four are found in the following locations: 1. near the entrance to Dino

2. on a platform to the left of the statue of Wizpig's head. 3. in the water near Sherbet

4. behind two palm trees, on a platform, near the waterfall, under the log tunnel. (Near where Taj takes you for the hovercraft challenge.)



I've found all four parts of the TT amulet and a message comes up telling me to go through the TT door. Where the devil is that pesky thang?

The TT door is actually found on Future Fun Land, which is world number five. You need to beat Wizpig to get to this level so get practising. Once

you've given the pig a sound kicking, get back to the beach and honk your horn in front of the Trophy board to be whisked up into space!



How do you beat Wizpig?

A very common question, this one. There is no guaranteed way to beat the porker. The best way, as far as we're concerned, is to get the blue turbo boost at the start of the race (hold the accelerator as the words 'Get Ready' fade away). This should (should, mind) put you in front of Wizpig. Once this is achieved, you need to hit every zipper with a green boost (the most powerful). Remember to keep your finger off the accelerator until the smoke has changed from green back to normal. After this, I'm afraid it's just

lots and lots of practice. It doesn't matter what character you use, as they can all beat Wizpig, but bear in mind the bigger characters have a better top speed and, as such, have a better chance.



T (01703) 652222

WHAT IS THE NINTENDO HOTLINE?

We're team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to councillor, they one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call

will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

82080B

Now also available!

We now also have NEW fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on 0891 669945 and please make sure you have a pen and paper ready.

I can't do the Silver Coin challenge on Windmill Plains.

Unfortunately, the Silver Coin challenges do get fairly difficult, (especially on Adventure 2, where the coins are placed in the most irritating places). There is, again, no guaranteed way to be able to do these except practice, practice, practice. The best idea is to gather as many coins as possible on your first lap, as you'll need the next two laps to catch up with the other racers!

I've entered a load of magic codes but they don't seem to be working, and whenever I turn off the machine they all disappear.

Most of the magic codes, unfortunately, don't work on the adventure mode. The only ones that seem to work on anything other than the 'tracks mode' are:

Arnold: Makes your characters bigger.
Teenyweenies: Makes your characters smaller.
Jukebox: Lets you change the music.
Joint venture: Sounds dodgy, but is in fact, a two player adventure mode.

None of the codes save to the cartridge, so you need to re-enter them every time you play the game. How do I get to choose which vehicle I use on the different courses?

You need to first complete the Silver Coin challenges for that world. After that, you should have the option of what vehicle you use. (We like the planes

I've accessed Adventure 2 but it won't let me play it. Why?

The second Adventure must be saved to a separate file. Don't ask me why.

Q Why?

I said don't ask me why!

How do I beat the Octopus for the second time on Sherbet Island?

Another very common question. The Octopus is surprisingly tricky to beat if you don't get into the habit of avoiding the obstacles that he drops in the water. These slow you down by a considerable amount, so learn where he drops them and practice avoiding them like the plague.

Also, instead of trying to use turbo balloons to catch up with him, collect the

Once you have the ten rockets, line your-self up and let them fly. Four or five

weapon balloons.

Four or five hits should stop him dead in his tracks, so you can sail past him to victory! Huzzah!

TOP GEAR RALLY

best.).

Access all tracks

Go to the Arcade (Mode Selection screen) and enter the following code:

A, Left, Left, Right, Down, Z.

Access Beach Ball Car Go to the Arcade (Mode Selection screen) and enter the

B, B, A, Left, Left, Bottom-C, A, Right.

Access Helmet Car

Go to the Arcade (Mode Selection screen) and enter the following code: **Up, Up, Z, B, A, Left, Left.**



Access Cupra Car

Go to the Arcade (Mode Selection screen) and enter the following code: Bottom-C, Up, B, Right, A, Bottom-C, A, Right.

Note: all codes must be entered **extremely** slowly in order for them to work.







Only the greatest N64 gamers on the planet can gain entry to Skill Club 64. A select few are in already – have you got what it takes?

hen we launched Skill Club 64 last issue, we weren't really expecting any entries for couple of issues people took their time to beat some, or all, of our ten challenges. The fantastic news, though, is that we've already had five qualifiers for the bronze league, three for the silver and, almost incredibly, our first gold Skill Club member! Congratulations, Simon Moore from Liverpool!

From now on, we'll be updating the Skill Club with fresh entrants every month. All qualifiers will be rewarded with exclusive – and ever-so-slightly flash – Skill Club certificates and prized **N64** badges. We won't be taking names out of the tables until there's absolutely no room left on the page, either, so qualifiers for the club will have plenty of time to bask in the public glory of their achievements.

And remember! If you can't manage to do all the challenges in one go, or you haven't got all the games you need to do them, you can enter either the silver or bronze leagues and then update us with some more challenges as you buy or rent more games. We'll also be adding more challenges as more top games are released. Good luck!

One of these could be hanging on your wall.
What more could you possibly ask for?



HOW IT WORKS

All you have to do is try to complete ■ many of the challenges on the opposite page ■ possible. Fill out the form, ticking the relevant boxes, and we'll enter you into the Skill Club 64 chart. You'll need to complete three challenges for bronze, seven for silver and all 10 for gold. Get going!

gold club complete all 10 challenges

Name

Simon Moore, Liverpool

silver club complete 7 challenges

Name	Completed
Andrew Mills, Londonderry	A,B,C,D,E,F,H,I,J
Derek Topper, Bristol	A,C,E,F,G,H,I
Gethin James, Bournemouth	A,B,F,G,H,I,J

Name	Completed
Robert Gallagher, Southampton	A,G,I
Tom Walker, Essex	A,E,F,H
Steve Laney, Droitwich	E,F,I
Richard Canterbury, Taunton	A,B,D
Daniel Brooks, Swindon	A,B,F
Rachel Jackson, Woodbridge	C,D,H



challenge challenge What you must do: Find all 120 stars. What you must do: Record a time of under 1'20"00 on Mario Proof: Any picture of Mario with that magic 120 in the top Raceway (1'07" on NTSC). Proof: A picture of the records screen or the title screen (hold right corner Helpful Tips: The first five issues of N64 Magazine tell you all down R) Helpful Tips: Review in issue 4, tips in Issue 5. Double Game you need to know about Super Mario 64. Look out for an all-Guide + on the front of issue 13. inclusive round-up very shortly. challenge B Diddy Kong Racing challenge (What you must do: Finish the game in mirror mode. What you must do: Win Gold medals on every event. Proof: A picture of the save screen with Adventure Two and **Proof:** A picture of the medal screen. Helpful tips: Guide in issue 6. 47 balloons clearly on it. Helpful Tips: Our review in issue 10 was stuffed with them, and our guides in issues 11 and 12 should help too. Oh and don't forget the book with issue 11 and the tips in this issue. challenge challenge (What you must do: Complete the Time Challenge Mode in What you must do: Finish the game with 1,500 hits or more. Proof: A picture of the final hits screen or high score table with under 3'00"00.

challenge D

1,500 hits or more.

What you must do: Finish the game on all three difficulty setting

Helpful Tips: Gentleman Space Adventurer Quarterly, free

with issue 8, and the Double Game Guide + on the front of

Proof: A picture of the 007 mode's level editor.

Helpful Tips: The i-Spy Magazine free with issue 9, tips in issues 10 and 12 and the Double Game Guide + on issue 12.

challenge [

What you must do: Finish all the scenarios. Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).

Helpful Tips: Tips in issue 4 and in this issue





challenge

What you must do: Win a gold medal on Neptune. **Proof:** A picture of the medal award screen for Neptune. Helpful Tips: Tips in issue 8.

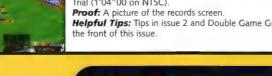
Proof: A picture of the final screen with the time clearly visible.

challenge

Helpful tips: None available.

What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).

Helpful Tips: Tips in issue 2 and Double Game Guide + on





Pilotwings





Blast Corps





the rules

- You need to accomplish three challenges to earn yourself a bronze placing, seven for silver and all ten to make it into the gold list.
- You can enter for whichever challenges you like if you're trying for a bronze or silver listing.
- You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race
- Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.
- We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.
- You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate your
- Bronze, silver and gold leagues will be published in each future edition of N64 Magazine.
- If you'd like your tapes or photographs back, please include a stamped, addressed envelope.

HOW TO... prove your achievements

king photographs

Point at the screen and click www. For bear results, turn on or covering the flash (it will reflect off the screen). The work curtains and use a fast film – 200 or, best at all, 400 ATA

laking videos

- 1. Take the less that connects your N64 to your IV and plug it in to the 'Sound In' socket
- on the back of your visit.

 Learning of the back of your visit.

 Connect the "Signal Out" plug on your video to your IV and run both on.

 Switch you IV to the visit channel at a switch on you had with a game plug of the life.

 Find a spare of any or the visit of the wind mechanism and look for the N64 signal.
- Save the arting.

 5. Active your chairing and get to the appropriate result street.

 6. Pop in a tope and press record. Press "top after the seconds or so.
- 7. Report steps 5 and 6 recording to the number of challenges you're attracting 8. Rewind the rape to the beginning of your marking it so we can see your scores quickly. and cosily). That's it



Hello lhere:

I'd like to humbly put myself forward for the brunze/silver/gold Skill Club 64 league. I include proof of my achievements in the following challenges:

	A SAME A SAME ASSESSMENT				
Super Mario 64	Mario Kast 64				
Diddy Kong Reong	Allanwings 54				
Lylat Wars	Turok: Umosaur Hunter				
GoldenEye 007	West Corps				
ISS64	Wave Race 64				

Please	send	my	badge	and	certificate	to:
--------	------	----	-------	-----	-------------	-----

Name

Address			
***************************************	***************************************	 ************	

Use a photocopy of this form if you'd rather not cut your copy of N64 Magazine.

WIEBE

Thanks to the smiling postal service, even more of you N64 readers have managed to get your expert performances in. Good, that...

ever before has a magazine garnered such a response from its readers. And that's because never before has a magazine ever had a section called 'I'm the Best!'.

But, enough back-slapping. Let's get down to the facts, here. And they are that one out of every five people are Albanian. FACT. Oh, yeah, and from next month we're expanding this section even further, as the sheer weight of entries from all corners of the N64 gaming universe dictates that, if we don't, the world will implode and be showered with fragments of pus from Wil's liquid-filled mind. And that – DO YOU SEE? – is the reason why. COMPRENDÉ?

HIGH

This month's most impressive performance came in the shape of Bond-ulike Marc Bennett from Newcastle who clocked up ■ highly impressive 77% and 289 Head Hits on GoldenEye. And —



there's no denying – that's classy. So, what does he win? Well, fortunately, Interact (01204 700139) have turned up trumps again and offered to send him one of their spankingly good new MakoPad's (which are trendily clear and have the best analogue stick outside of Nintendo's own).

Sooo, how do you go about joining him? Well, this month we want you to try and do the following: take Fossil Canyon in *Diddy Kong Racing* by the scruff of the neck and break the 1'17"00 barrier. We've had a few entries that touch it (Ian Gore from Somerset, for example, has been a consistent performer at 1'17"43) but we need it shattered! So, get racing...



Star Performance

Gleaming like a particularly full (and gleaming) trophy cabinet is Surrey boy Stuart Richards' time on *Diddy Kong Racing*'s Darkmoon Caverns. Clocking in at 2'02"85, Stu has managed, not only to work his careful way through a minefield of a game and get to its sort-of-secret levels, but muster up a really rather special time. Can it be beaten? We believe there's enough talent out there to better the Stuster's time and, for being the first to excel in such circumstances, we'll hand whoever does it something distinctly N64-ish. We can't say fairer than that.



SUPER MARIO 64

(PAL

Foot Rac	e With Ko	pa the Quick	
1 0'08"3	Confirmed	John McCormick, Fife	
2 0'09"1	Confirmed	Danny Dunn, Lincolnshire	
3 0'12"3	Confirmed	Owain Brimfield, Peel	
4 0'12"7	Confirmed	Calum O' Hanlon, London	
5 0'13"1	Confirmed	James Adams, Bury	
6 0'13"8	Confirmed	Barry Gannon, Caithness	
7 0'16"0	Confirmed	Richard Savage, Berkshire	
8 0'16"7	Confirmed	Matthew South, Sheffield	
9 0'16"8	Confirmed	Stelios Giamerolos, Greece	
10 0'17"2	Confirmed	Andrew Densley, Bath	
Peach Sli	de		
1 0'12"7	Confirmed	Stelios Giamerolos, Greece	
2 0'13"0	Confirmed	Trev Henderson, Harrogate	
3 0'13"0	Confirmed	Marc Bennett, Newcastle	
4 0'13"0	Confirmed	Danny Dunn, Lincolnshire	
5 0'13"1	Confirmed	Zahir Ishani, Surrey	
6 0'13"2	Confirmed	Dave Parsons	
7 0'13"2	Confirmed	Calum O' Hanlon, London	
8 0'13"3	Confirmed	Andrew Mills, Londonderry	
9 0'13"3	Confirmed	Ed Quinn, Manchester	
10 0'13"3	Confirmed	Micke Laasko, Finland	
(AMERICAN/JAPANESE)			
Foot Rac	e With Ko	opa the Quick	

	00111111100	
■ 0′17″6	Confirmed	GK, Darlington
0'18"3	Confirmed	P. Dimba, Tonbridge
■ 0'19"7	Confirmed	Nigel Butterfield, Mancheste
0'27"5	Confirmed	Richard Durkin, Newcast
Peach Sli	de	
1 0'13"2	Confirmed	James Adams, Bury

1 0.13.75	Confirmed	James Adams, Bury
2 0'13"3	Confirmed	P. Dimba, Tonbridge
3 0'16"0	Confirmed	Ciaran Haren, Belfast
4 0'17"0	Confirmed	Jeremy Lock, Poole
5 0'17"9	Confirmed	O. Gunstan, Trowbridge

WAVE RACE 64

(PAL)

Sunny Beach	
1 1'14"753 Confirmed	Thomas McAlinden, Lurgan
2 1'14"830 Confirmed	Tatu Luostarinen, Finland
3 1'14"916 Confirmed	J. Richardson, Stoke-on-Trent
4 1'15"149 Confirmed	G. Gibson, Rickmansworth
5 1'15"449 Confirmed	A. Keersmaehers, Belgium
Stunt Mode, Dolph	in Park (Any version)
1 41132 Confirmed	Norman Obaseki, Leeds
2 40730 Confirmed	Steven Zwartjes, Holland
3 40490 Confirmed	Stelios Giamerelos, Greece
4 38540 Confirmed	Patrick Laakso, Sweden
5 35016 Confirmed	Nicky Stanford, N. Ireland
Glacier Coast - Time	e Trial

	1'38"619		Anssi Ahonen, Finland
			J. Baggerman, The Netherlai
3	1'41"08	Confirmed	Trevor Scannell, Barking

4 1'42"082 Confirmed Jonathan Corrin, Cumbria

5 1'42"910 Confirmed Dontendo 64, Ayrshire

Glacier C	oast – Stu	nt Mode
1 61767	Confirmed	Norman Obeseki, Leeds
2 60120	Confirmed	Steven Zwartjes, Holland
3 54270	Confirmed	Patrick Laakso, Sweden
4 52165	Confirmed	Jonathan King, Dorcheste
		a. // a/

(AMERICAN/IADANESE)

Time Trial Sunny Beach		
1 1'02"694 Confirmed	Chris Murphy, Manchester	
2 1'03"755 Confirmed	William Lam, Bristol	
3 1'04"726 Confirmed	Dilpesh Varsani, London	
4 1'05"478 Confirmed	GK, Darlington	
5 1'05"68 Confirmed	Bruce Robertson, Perth	

MARIO KART 64

(DAL)

Luigi Circuit Graham Francis, Cronleigh Confirmed 1'41"14 Arthur Van Dalen, Holland Stephen Ball, Macclesfield Confirmed S. Rogers, Weston-Super-Mare J. Carr, Weston-Super-Mare Royal Raceway 1 1'50"09 Confirmed Arthur Van Dalen, Holland 2 2'08"14 Confirmed Steven Zwartjes, Holland Rob Pierce, Salisbury 2'08"96 Martin Conroy, Leeds Danny Dunn, Lincolnshire Koopa Troopa Beach 1'25"24 Confirmed Arthur Van Dalen, Holland 1'34"37 Confirmed Sam York, Bristol 3 1'37"01 Confirmed Thomas Foster, Derby 4 1'38"31 Confirmed Steve Ridley, Ramsgate

L)

F	rappe 5r	owland	
1	00'27"45	Confirmed	Alan Pierce, Salisbury
2	00'27"72	Confirmed	Rob Pierce, Salisbury
3	00'29"90	Confirmed	Danny Dunn, Lincolnshire
	00'30"03	Confirmed	Colin Higgins, Surrey
5	00'30"26	Confirmed	T. Earl, Newcastle upon Tyne
В	owser's	Castle	
1	1′57″90	Confirmed	Arthur Van Dalen, Holland
2	2'18"57	Confirmed	Martin Conroy, Leeds
3	2'18"62	Confirmed	Gary Peters, Devon
4	2'18"74	Confirmed	Steven Zwartjes, Holland
5	2'18"75	Confirmed	Thomas Foster, Derby
В	anshee i	soardwalk	
1	1'49"02	Confirmed	Arthur Van Dalen, Holland
2	2'09"19	Confirmed	Gary Thomson, Bonnyrigg
3	2'09"56	Confirmed	Stuart Hayward, Swindon
4	2'09"78	Confirmed	Rob Pierce, Salisbury
5	2'10"50	Confirmed	Orestis Giamerelos

(AMERICAN/JAPANESE)

	(%	MERICA	IN/JAPANESE)
٦	Luigi Circ	uit	
	1 1'27"66	Confirmed	George Papapetrou, London
	2 1'31"30	Confirmed	Tatu Luostarinen, Finland
	3 1'40"23	Confirmed	Marc Duport, Guernsey
	1'42"76	Confirmed	Steven Dyson, Poulton le Fylde
_	5 1'42"92	Confirmed	Mike Davis, Dundee
	Mario Cir	cuit	
	1 0'54"01	Confirmed	Tatu Luostarinen, Finland
	2 0'54"32	Confirmed	Andrew Mills, Londonderry
	■ 0′54″46	Confirmed	George Papapetrou, London
	4 0'54"58	Confirmed	Marc Dupont, Guernsey
	5 0'54"64	Confirmed	Steven Dyson, Poulton le Fylde
	Royal Rac	ieway	
	1'46"68	Confirmed	Andrew Mills, Londonderry
	1'48"28	Confirmed	George Papapetrou, London
	3 1'48"73	Confirmed	Tatu Luostarinen, Finland
	4 1'49"63	Confirmed	Steven Dyson, Poulton le Fylde
	5 1′50″14	Confirmed	Marc Dupont, Guernsey

STARFOX

Confirmed

Stelios Giamerelos, Greece

1'39"08

(ANY VERSION)

		1914T	VERMON
1	248	Confirmed	Max French, Dundee
2	243	Confirmed	Stuart Richards, Surrey
3	235	Confirmed	Allen Evangelista, Middlesex
4	234	Confirmed	Adrian Stead, Hull
5	231	Confirmed	Jon Davies, Wallingford
6	230	Confirmed	Sean Fitzgerald, Maidenhead
7	229	Confirmed	Tom Wedley, Buckingham
8	228	Confirmed	Trevor Capell, Northampton
9	227	Confirmed	Ter Elst Kenzo, Belgium
10	226	Confirmed	P. Dimba, Tonbridge
То	tal Hi	its	
1	2114	Confirmed	Jon Davies, Wallingford
2	1940	Confirmed	Stuart Richards, Surrey
3	1872	Confirmed	Tom Wedley, Buckingham
4	1834	Confirmed	Sami Somero, Finland
5	1832	Confirmed	S. P. Richards, Dorking
6	1826	Confirmed	Tatu Luostarinen, Finland
7	1815	Confirmed	Trevor Capell, Northampton
8	1745	Confirmed	Michael Lai, Liverpool
9	1736	Confirmed	lain Gray, Scotland
10	1729	Confirmed	Seth Fagles, Gwynedd

DIDDY KONG RACING

(DAI

Ancient L	ake		Walru
1 0'48"90	Confirmed	Reuben Crew, Anglesey	■ 1'49"
2 0'49"73	Confirmed	lan Gore, Somerset	2 1'53"
3 0'49"75	Confirmed	S. Keenan, Great Yarmouth	3 1'55"
4 0'49"91	Confirmed	D. VandenBosch, Amsterdam	1'58"
5 0'50"10	Confirmed	Rob Pierce, Salisbury	2'01"
Fossil Car	iyon		Cresco
1 1'17"43	Confirmed	lan Gore, Somerset	1 1'22"
2 1'18"30	Confirmed	Stuart Richards, Surrey	2 1'22"
3 1'18"75	Confirmed	David Murdoch, Dundee	3 1'23"
4 1'19"01	Confirmed	Alain Keersmaekers, Belgium	4 1'23"
5 1'19"26	Confirmed	Justin Clark, Southampton	5 1'24"
Hot Top \	/ofcano		Windn
1 1′19″03	Confirmed	lan Gore, Somerset	1 1'56"
2 1'19"31	Confirmed	Robert Griffiths, W. Yorks	2 1'56"
3 1'20"21	Confirmed	Andrew Mills, Londonderry	3 1'57"
4 1'20"35	Confirmed	Philip Strong, Leeds	1 2'02"
5 1'21"05	Confirmed	Stuart Richards, Surrey	5 2'04"
Jungle Fa	lls		Darker
1 0'51"61	Confirmed	lan Gore, Somerset	1 2'02"
2 0'52"33	Confirmed	Rob Pierce, Salisbury	2'05"
3 0'52"41	Confirmed	Justin Clark, Southampton	3 2'07"
4 0'52"86	Confirmed	Philip Strong, Leeds	2′11 ″
5 0'53"53	Confirmed	David Murdoch, Dundee	5 2'11"

Walrus Cove

Irus Co	WE	
'49"40	Confirmed	Stuart Richards, Surrey
'53"03	Confirmed	lan Gore, Somerset
'55"86	Confirmed	Robert Griffiths, W. Yorks
'58"86	Confirmed	David Murdoch, Dundee
'01"60	Confirmed	Andrew Mills, Londonderry
scent	sland	
'22"11	Confirmed	lan Gore, Somerset
'22"96	Confirmed	Rob Pierce, Salisbury
'23"40	Confirmed	Justin Clark, Southampton
'23"63	Confirmed	David Murdoch, Dundee
'24"31	Confirmed	Alain Keersmaekers, Belgium
ndmill	Plains	
′56″76	Confirmed	Robert Griffiths, W. Yorks
'56"81	Confirmed	Alain Keersmaekers, Belgium
'57"40	Confirmed	Stuart Richards, Surrey
'02"30	Confirmed	lan Gore, Somerset
'04"91	Confirmed	Andrew Mills, Londonderry
rkunwoi	Caverns	
'02"85	Confirmed	Stuart Richards, Surrey
'05"08	Confirmed	Robert Griffiths, W. Yorks
′07″61	Confirmed	Justin Clark, Southampton
11"33	Confirmed	Andrew Mills, Londonderry
	749"40" 753"03" 755"86 758"86 701"60 722"11 722"96 723"40 723"63 724"31 740mill 756"76 756"81 757"40 702"30 704"91 702"85 705"08	253"03 Confirmed 258"86 Confirmed 258"86 Confirmed 201"60 Confirmed 22"11 Confirmed 22"96 Confirmed 23"40 Confirmed 24"31 Confirmed 24"31 Confirmed 256"76 Confirmed 256"76 Confirmed 257"40 Confirmed

'33 Confirmed Ian Gore, Somerset

TUROK

(PAL)

Tin	ne Cha	illenge Mo	de
1	1'23"	Confirmed	Stuart Richards, Dorking
2	2'32"	Confirmed	Wayne Starkey, Harpenden
3	2'37"	Confirmed	Matthew Griffiths, Colchester
4	2'39"	Confirmed	Andrew Mills, Londonderry
5	2'40"	Confirmed	Martin Sturrock, Goostrey
6	2'44"	Confirmed	Paul Taylor, Poynton
7	2'46"	Confirmed	Jamil Yahyaoui, Belfast
8	2'48"	Confirmed	Scott Brown, Stocksfield
9	2′50″	Confirmed	Karen Callow, Winton
10	2'51"	Confirmed	Stephen Daulby, Warrington

How to enter

Those Diddy Kong Racing times have been falling into the office in great heaps on a daily basis and already we've got a few clear experts, but keep on sending in those times to see if you can make it onto our winners table. We're also now looking for your fastest times on the coastline course of Top Gear Rally so get your driving gloves on.

Remember you'll still need to send a photo or

Remember you'll still need to send me photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.

Send all your bits to: I'm the Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

If you'd like your videos/photos back, please include a stamped, addressed envelope and we'll promise to do our best to return them. And remember, each issue has to be completed far earlier than you'd imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

TOP GEAR

TIMES



ello there. We love this bit of the mag because it's where you do all the work! And what a great job you've done too. There's GoldenEye freaks, a quick lesson in Japanese wrestling and a new collection of stars bearing a striking resemblance to our very own Fox McCloud.

Write to us at:

Club 64, Magazine, 30 Monmouth Street, Bath BA1 2BW

Fax: 01225 732275

e-mail: n64@futurenet.co.uk

Any letters printed win a prized N64 Magazine badge!



"Hideous freak"

When I was playing Surface 1 on GoldenEye, I came across this hideous freak.

I had some cheats on (Invisibility and the Golden Gun) and as I was about to kill one guy, I noticed something horrible. HE HAD FOUR FACES! Is this guy a fault or a superhuman soldier with eyes in the back of his head?

Louis Simons, Hickling

Blimey! We've never seen anything like this on our copy of GoldenEye. Perhaps your N64 was running a bit hot at the time, or perhaps you're the first to discover a 'four-faces' bug. If any other readers find something similar, write in to Club 64 marking your envelope



About your Tokon Road review in issue 12. The wrestlers in the game are actually from New Japan Pro Wrestling and the guy who you referred to in the caption as 'Kinuriba' is actually Jushin Liger (a dead giveaway to anyone who watches WCW Nitro on Friday. Kensuke Sasaki is the current world champion and the tubby guy to his

beat for the belt. David Mason, Kirkton

Thanks for the quick lesson on Japanese pro wrestling - most appreciated. Ed

left is Shinya Hashimoto, who he

"Connery"

I was recently having a nosy through my GoldenEye instruction manual when I noticed a page which had a picture of a man in a white tuxedo who looks very much like Sean Connery (page 10). This picture was in issue 9 on page 68.

Who is this man? Is it possible to access him or have Rare given out some early development pictures which never made it into the final game. I'll be angry if they have Anthony Jones,

Wrexham

Rare gave out some development shots which never made it into the final game. We're very sorry. Ed

"Tell us"

Why don't you get people to write in and tell us their favourite deathmatch settings for GoldenEye. Mine are: Four-player, licence to kill, Complex, pistols. Four-player, normal, Temple, grenade launchers. Four-player, normal, Stack, proximity mines.

Justin Thomas, Yapton

If you ask us you can't beat fourplayer, first to five kills, Facility, Golden Gun. We might even tell Paul where the Golden Gun is one

"Listen up!"

Get your finger out, Nintendo! Why are you waiting until winter to release 1080° Snowboarding in the UK? I want my snowboarding ASAP and I'm not waiting another six months just because you think we won't be able to cope with snow in the summertime. Listen up! I'm the consumer and I want 1080° now! Mark Limerick, Plymouth



Irritating, isn't it? A snowboarding game won't sell in the summer say the marketing men and that's who the suits listen to. At least they'll have plenty of time to do a decent conversion and we've got Snowboard Kids to be going on with. Ed



"Claypuppets"

I have included a picture of my handmade claypuppets of Mario, Luigi, Yoshi, Toad and Banjo (with a little Kazooie in his backpack). R. Wingerden, Holland

Thanks. They look excellent. Ed

"Inaudible"

Ok, so you don't want to continue the discussion about what Mario says when he throws Bowser over the edge - I respect that. Anyway, the final word on this subject has already gone to one of your readers who pointed out that he says "So long

BIG Bowser." (It's "So longa dear Bowser' we've been through this before - Ed)

But 'strange inaudible words spoken by video game characters' in general is I think an interesting subject for discussion. For instance: (I've got a bad feeling about this - Tim)

1) Luigi might well say "Icky is a poo." in the Japanese version of Mario Kart 64, but in the PAL version he says something funny too. It sounds like "Vino vino".

2) Also, in the PAL version of Mario Kart 64, when Peach throws a shell at a competitor, she says "Take that!" But what is it she says when she actually hits someone? Could it be "Feel that"? (I very much doubt

3) In Blast Corps Amber sometimes





one of the male crew members says

something. What is it? "Sweat your

earth? - James)

on these matters.

hand"? "Swap your ham"? (Why on

4) What does Taj say when you win a

piece of the TT Amulet? "You won

I would very much like your opinion

Caspar van der Heiden, Amsterdam

Human surprise? Sweat your hand?

say such things. I think Princess

Why on earth would anyone want to

laughs when she hits someone with a

surprise"? "Human surprise"?

shell, she doesn't actually say anything. (You know you've opened a whole new can of worms here. don't you - Tim) Ed

"Back-hander"

One game Yoshi is in which you failed to mention in issue 12 is Mario Tennis for the Virtual Boy. (A classic - Wil) You should have included this one as Yoshi is pretty good, with an excellent back-hander. Conor Shields, Warrenpoint

Yep, you've got us bang-to-rights on that one Ed

"Final score"

I'd like to know what the final score for Lylat Wars is. The Japanese and American version got 94% and the PAL version got 90%. However, in your 'Nintendo 64 Companion' it scores 91% as it does in the Directory. So what is the final score? Yoshi, Yoshi's Island

91%. Jonathan Nash's review deducted some points for the game not having a level select (and for some cheesy acting). However, with the American version scoring 94% -

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You wouldn't have any lives, just £1000 to spend on repairs or fines. In other words, it'd be just like driving on the road because it would need as much care. It'd be a new era in car games. What do you say? Brad W, New Zealand

I say dull. Isn't the whole point of computer games to escape from the boring confines of real life? Real Driving sounds like my drive to work something I definitely don't want to recreate in my spare time. Ed

Star Wars Trilogy

One day while watching Return of the Jedi, I had a vision of a Star Wars Trilogy game on the N64. It would have to come on three carts (Oooh, very

expensive - Tim) or maybe on one of the new 64DD disks

Each section of the game (Star Wars, Empire Strikes Back and Return of the Jedi) would have eight to ten levels, with an over-the-shoulder playing perspective, à la Shadows of the Empire. Players wouldn't have a choice of characters most of the time, although characters would change between levels - Luke, Han, Lei, Chewbacca, Obi Wan Kenobi and Lando would all have levels to themselves.

Unlike other Star Wars games, mine would try to follow the stories of the three films as closely as possible. Jon Tickle, Australia

There's no doubt that Shadows of the Empire failed to live up to its Star Wars heritage - mainly because of its rather lack-lustre Doomish sections. Following the proper film storylines would be a great idea, but it would need game design as brilliant as GoldenEye's to make it really stand

Heavens above, it's a fox! We have attracted thousands of new supporters worldwide but we did not quite realies that our popularity ustends deep into

and some of the rest of us thinking that 90% was a bit low - we've decided on a compromise score of 91%. Sorry if we've confused anvone. Ed

"Heinz Lylat"

Look at this! This article appeared recently in the Leicester Mercury.

British astronomer Heinz Lylat has discovered a collection of stars which look like a fox's face - the symbol for the county and Leicester City Football Club.

The new constellation can be seen with the naked eye and could be officially named the Starfox.

The rest of the article's about Leicester City Football Club, but look at the picture of the 'StarFox' constellation and the cover of issue 3. They're exactly the same! Mental! And on top of it all the astronomer who discovered the constellation is called Heinz Lylat. Arhhhggg! What's going on?

Gareth Stevenson, Coalville

If we were being cynical we might say that this is one of those completely made up stories given to a newspaper to advertise something - a computer game, say which has been bizarrely highjacked to promote a Premier League football team.

Just to check that these malicious thoughts weren't unfounded, though, we contacted the Leicester Mercury and asked to speak to the journalist behind the



the universe

You really are a creative bunch. Some of the stuff you send in is so good we have to pin it to the board. And just look at it. In awe and wonder.

Thunks to Joe Smith from Horfield for his drawing of Lak in battle. It's not too lone to wall naw Promisel

Mario tashioned in coloured per cits and charcoal. We live him. Even if he has made our fingers black. Well done Tim Ordway from Milton Keynes.

Hypnd Heaven - we can wait and neither can PT. We're really sorry but we've lost the address so ring in for your badge. •



 heat quite sure meantly what this has got to do with the Nintendo but Exsec 8to looks dead funky! Soft of a cross between Homer Simpson. and Elvis, Chaors Nell Morain from Dublin - we Pope to see him in a game very room

Congstulations to Daniel Grant from Tottenham for his hab drowing It's Yashi ignin. Three of them in fact. And one of them's green with pink boots - dead trendy

(Do you have anything that might fill it? Then send it quickly to: The N64 Board, 30 Monmouth Street, Bath BA1 2BW.1



BONUS LETTERS

Matty has a long beard. Could you tell him to get it cut. Paul Rippon, Cheshire

I've been trying to get hold of GoldenEye for ages, but it has completely sold out everywhere. What's going on?

In my spare hours, I put together a little Tamagotchi poem. I know it doesn't have much to do with the N64, but they are cute, aren't

Joshua Jones, Williton

I have a cunning plan: beat Wil over the head and hide all his mah jong games until he agrees to do another of his covers. Tom O'Rourke, Altrincham

When you get Drumstick what do you do with him? I know you can play him but do you race him or something? I've enjoyed writing to you. Sean Kenny, East Lothian

Where has the Top 100 Lylat Wars Pilots table got to? You've been promising it for ages. Craig Silcocks, Trowbridge

Why in the Banjo-Kazooie preview in issue 11 did you say "Banjo plays a guitar and Kazooie plays a trumpet"? It's quite obvious that Banjo plays a banjo and Kazooie plays a kazoo. Duhl

Leon Bryant, lvybridge

Please give me the Duke Nukem cheat or I'll eat my brain. Tom O'Rourke, Altrincham

story Mr. Owen Haynes. He told us that the story had arrived on his desk in the form of a press release, purporting to be from the British Astronomical Society.

Unconvinced, we rang the British Astronomical Society and asked to speak to the mysterious Professor Lylat. "I'm afraid we have no member by that name" was the disappointing reply. Just to make doubly sure, we rang the Royal Astronomical Society. "I'm sorry, Professor Lylat is not on our membership list." Hmm.

Made up story, then? Almost certainly. I think we can thank Nintendo's UK Public Relations Department for this one. Ed

"Dr Doak"

In GoldenEye level 2 (Facility), I killed all the guards and ran into the bottling room. Half way through Alec's chat, Dr. Doak came down the stairs and gave me the door decode saying "You'll need this door decode to get into the bottling room. Good luck, 007." Weird or what? Daniel Reed, Colchester

That's what you get for

playing GoldenEye on 'Agent' difficulty - you wouldn't have got into the bottling room on a trickier level without meeting Dr Doak. You've been exposed to the whole N64 readership as a lightweight. Ed

"Clever one"

Remember me? Yes me. I'm that David Proctor from issue 7, you know, the really clever one. Why did you only print part of my letter? And by the way I go to grammar school in Tonbridge, not Tonbride. I bet I could beat that Andrew Mills character at Mario Kart any day as I'm the best down my road, and actually the best in Kent. I am also a champion jockey and probably the best in Kent. David Proctor, Tunbridge Wells



Actually the best in Kent? That's fighting talk - gamers of Kent rise up and prove this upstart wrong. Mind out for his horse, though. Ed



"Mutilated"

Firstly I'd like to say Happy Birthday! Secondly 'Goodbye' to Jonathan Davies and good luck for whatever he decides to do next.

And finally, the "scary, mutilated calendar picture" featuring Zelda on last month's board was actually me! Can you please reprint the Zelda picture in issue 14 as an apology for losing my letter. Russell Cocklin

Sorry, Russell - here you are. Can you stop sending us pictures of you and your friends in the pub, though. They're beginning to clog up the office and block the fire escapes. Ed

E-12P

VENTION

Of the opinion that the N64 needs some more accessories? These people are...



Control Controller Albert Toe from New Zealand has sent us his design for this strange looking device, which allows you to play your games without being attached

to your N64 with a cable. An infra red sensor plugs into the joypad port and receives signals from the special joypad, which has an infra red transmitter built into it. Using this device you can play as far away from your N64 as you like. Now this sort of thing already exists for the Mega Drive and SNES and we could never really see the point of it – unless, of course, you've got a cable phobia. But as you always need to be in sight of the TV screen when you're playing the game, you might as well use a cable, mightn't you?

Perhaps we're just biased though. Tim was using an infra red pad to play Street Fighter once, and someone walked in front of the beam just as he was about to pull off the killer combo. He lost, and we all had to cover our ears.

The Earthquake Pak

Gaz Gamz's invention is even more bizarre. The Earthquake Pak plugs directly into a normal

joypad and the four trailing wires are attached to the four walls of the room you happen to be playing in. Every time the game would normally activate a Rumble Pak, the Earthquake Pak actually rattles the walls of your house. "Be careful, though." Gaz warns. "Too much use of my invention might bring your

Travel Set Wayne Bestwick from Blackburn obviously had us harrassed N64 Magazine bods in mind, when he designed a kit that allows you to play your N64 on the move. A special power supply box stuffed full of

batteries, replaces the normal power supply and the videoout connection runs to a small LCD unit, with speakers mounted either side, which also runs off batteries. We like the

idea, but Wayne's suggested price point of £29.99 seems a little optimistic. Colour LCD screens are enormously expensive and drain batteries like nobody's business. Still, you

Do you have a larger than normal brain? Then send anything it's produced to: Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Any print net Magazine badges for their

So tell me this...

Fact-fueled fun for all the family.

I have some questions about Pikachu.

1. Will Pikachu react to every single

individual thing that you say to him wa the Microphone Pak? If you talk to him about the football, will he come back with

"Stupid Liverpool" or something?
2. Will you be able to teach him things? 3. Could you read him bedtime stones? Kris Boorman, Kent

1. No, it won't work quite like that. You'll have to react to what he says rather than the other way around. 2. Kind of, but only things that the designers intend you to teach him. 3. Er. maybe

Shark Pad from Interact (01204 700139). are tops after that.

probably roll up at £49.99.

1. Is there going to be an N54 version of the excellent Dankey Kong Country? 2. Any chance of Mortal Kombat 4 coming to the N647 Michael Dobson, Birtley

1. Yes, there is. Rare are working on it now and we hope they'll unveil it at the E3 show, in Atlanta, in May.

2. Inevitably Mortal vet as to when

1. Do you think Pocket Monsters will make it to the UK? If so, do you think it would have any extra features in it? 2 is there going to be a modem for the 64DD or not? 3. Is the N64 going to get any strategy games like Command & Conquer Warcraft. Dungeon Keeper or any football management sims? Graham Kurt, London



1. When you put 'TBA' in your reviews, what does it stand for?

2. When you put an 'N' in a black circle what does it mean?

3. Is there a real member of the team called Ed or does someone else pretend to

4. Will there be a Space World '98? Marc Dalton, Stanhope

. It means that something is 'To Be

4. There will be a Nintendo show, but it might not be given that name

1. Are there going to be any tennis games for the N64?

2. What is the best joyand on the market?

3. How much will Snowboard Kids and Yoshi's Slory cost? Ashleigh Alcock, Notts

follow-up to Tennis Arena, which a tennis game, back in the beginning, quiet since then, though-

2. Apart from Nintendo's official one,

1. It'll be out on the Game Boy over the chances of an N64/64DD release will increase.

console gaming has failed miserably,

3. None of those titles are down for release, but Sim City is already out in Japan (and probably on its way here



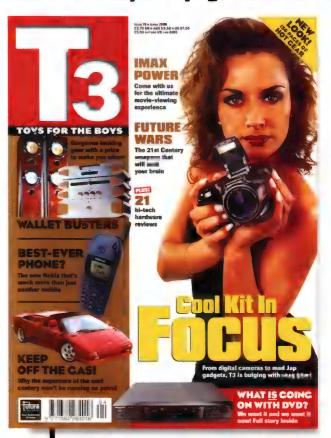
1: is Grand Theft Auto coming out-onthe N64? Bernard Porker, Learnington Spa

Nope. Sorry.



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DUNNO 64

The basic idea of Dunno 64 is to behave as incompetently as possible. The more you admit that you don't know – and, thankfully, there's absolutely reams of stuff you don't know – the more points you score. So, let's see: "When do you think I can get hold of X?" Dunno. "Could you get Y down to me?" Dunno. "Have you any social skills or, indeed, a brain?" Dunno. See how the game evolves into a cunning end result?

Dunno 64 really is the ultimate in uselessness

The reviewer's initials (see below)

Score

The issue we reviewed it in

How much it costs

N64 reviewers

JA = James Ashton MH = Marcus Hawkins TW = Tim Weaver W0 = Wil Overton

JS = Jon Smith

JB = Jes Bickham ME = Max Everingham DM = Dean Mortlock

ID = Jonathan Davies

ZN = Zy Nicholson JN = Jonathan Nash

TT = Tim Tucker

UK Games DIRECTOR

AUTOMOBILI LAMBORGHINI

CHAMELEON TWIST

Titus

10 ● 67% ● TW

Ocean

10 ● 70% ● JD

It's not that the ludicrously-retitled Lamborghini is actually bad, it's just it's only really competent. It's not very fast, for starters (even though you're driving about in one of the nippiest cars in the world), while the tracks are fairly simple and the multiplayer mode is horrendously fogged-out and slow. It'll pass a few hours but don't expect anything as lasting as Top Gear Rally.



A strange little Japanese offering this'n, with enough thrills and spills to keep you amused but with a woefully inadequate challenge - we reached the end in an hour and a quarter and a horrifically muddy sort-of-3D environment. The multiplayer game, which puts the hyped-up Bomberman to shame, almost makes up for it, but at 60 nicker you're looking at an expensive hour's worth of ents.



When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side to side.

When doing the pole vault move, as you're springing back up press jump just a little way before you reach the top for an extra-high jump.

BLAST CORPS



CLAYFIGHTER 63 1/3

Nintendo

£50

N6A ● 88% ● JS

Interplay

N6. 9 • 24% • JB

A preposterous storyline is the excuse for some full-frontal global destruction as the Blast Corps - a kind of space age demolition gang - get to save the world by, er, knocking most of it down. There's no doubting that the game is one of the most idiosyncratically original on the N64 and one that you're almost certain to enjoy. However its lifespan problems mean that your love affair with the game may be short-lived.



If ever there was an over-rated series on the SNES it was the ClayFighter twosome and this tragic N64 outing only further proves the concept's repulsiveness. The characters have all the hilarity of a mining accident, the moves have no fluidity and the 3D locations are jerky and frustratingly inept. Possibly the worst game on the N64. Except, perhaps, for a game where you have red hot needles shoved into your eyes



● Park against a building with your vehicle's door against it. Repea cause the structure to explode. ● Full Blast Corps guide in N64/8. eated pressing of Z will

When, at the beginning of a fight, the highly amusing commentator shouts, "Let's get ready to crumble!", switch off your machine

BOMBERMAN 64

CRUIS'N USA

Hudson/Nintendo

N6A 50% O ZN **Nintendo**

£35 too much

13 ● 24% ● TW

Oh dear. Perhaps the biggest disappointment of the year comes in the shape of Hudson's newly 3D-ed Bomberman 64. The one-player mode was never the series' strong point and now it's just a tedious rambling affair devoid of any excitement at all. Worse, the multi-player game has been completely spoilt, with proceedings often becoming impossibly confusing. Another pile of averageness from Hudson.



A pathetic waste of space, Cruis'n USA can only be viewed as a gap-plugger being, as it is, a game that's been kicking about in America for the best part of a year-and-a-half. Pop-up, cardboard scenery, awful, AWFUL handling and music to make your ears bleed - it's less about driving and more a rule book on how to cock-up console games. Even at £35 this is a real old Austin Allegro of a game



Have a gander at Zy's review in N64/8 for the low down on how to play Bomberman and the bits to look out for. (If there are any).

 Hold the Top, Left and Bottom-C to access some 'kooky' secret vehicles at the car selection screen. The game's still crud, mind.



DARK RIFT

F1 POLE POSITION

Vic Tokai

£60

N67 9 ● 69% ● JD

Ubisoft

£60

N67 7 ● 71% ● JD

So dark is this fair-to-middling beat-'em-up that, by the time you've adjusted the brightness on your TV, you'll need radiation goggles to play it. And all that effort really isn't worth it. The special moves are fairly uninspiring and the characters too similar to inspire much more than a few muffled grunts. Nicely animated, potentially solid but, ultimately, really rather dull.



We enjoyed *Human Grand Prix*, despite its obvious flaws, so we were looking forward to Ubi Soft's tidying-up and renaming of it. Disappointingly, all that's changed in the transition to *F1 Pole Position* is the licence, cutting out all that H Dill drivel. The horrendous pop-up remains, the stop-dead banks are still in there and, ultimately, this is only half as good as the PlayStation's *F1*.



■ Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

If your bloke in the pits shouts at you to come into the pits, don't bother. You can make the whole course without a tyre change.

DIDDY KONG RACING



FIFA 64

ONG RACING FIFA 6

Electronic Arts

NG7 2 ● 39% ● TW

Following closely in the footsteps of the awesome *GoldenEye*, *Diddy Kong Racing* is a second triumph in as many months for Rare. With its 40 possible track variations, extensive adventure mode and choice of three different vehicles – hovercraft, plane or kart – it's not a game you'll finish quickly. The downside? It's not quite as much fun as *Mario Kart* and, controversially, we reckon the multiplayer set-up is boring.



10 ● 90% ● JA

This makes you wonder two things. Firstly, how, with all that advanced technical gubbins at their fingertips, EA managed to produce a worse FIFA game than the PlayStation's. And secondly, how, in the wide, wide, world of sport, this passed Nintendo's quality control department. The Albanians execute people for lesser offences.



To obtain an extra fast start, wait until the "Get Ready" sign appears, then press the accelerator after it disappears and just before "Go!". It's hard.

Remember, you only need tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over.

DOOM 64

Nintendo/Rare

FIFA '98 THE ROAD TO THE WORLD CUP

Think about it: *Turok's* far better than *Doom*, and *GoldenEve's* far better than *Turok*. So, for anyone other

GoldenEye's far better than Turok. So, for anyone other than those people for whom Doom is the gaming equivalent of breathing, this PAL release of Midway's tricky blaster is going to seem a pointless exercise in expenditure. It's solid and it's workmanlike, but up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence it looks dreadfully old hat.



7 0 77% ● JA

Who'd have thought it, eh? Banishing the memory of FIFA 64 forever, the new, improved, British-assisted FIFA '98 introduces the sort of fluid passing game that made ISS64 such a stunning take on football. And while it still has a fair way to go to beat Konami's aforementioned title, there's plenty of promise here and a seemingly rosy future for the '99 version that'll be coming our way this time next year.



67110 • 83% • TW

At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu.
 Other tips in the review, N64/3&7.

• Try using the Lob (the Top-C) to seek out players in front of you. It's a safer option than the ground-level pass as it avoids the man marker.

DUKE NUKEM 64



FIGHTERS DESTINY



GT

N67 10 ● 85% ● JA

Ocean

£55

13 • 86% • JB

Despite its cardboard-like 2D baddies and unconvincing controls, *Duke Nukem 64* is a commendably violent and vastly enjoyable conversion that, unlike *Hexen*, has stood the test of time well. Its new, improved explosions are gorgeous and its multiplayer game brilliant, but it's the superb one-player game that makes *Duke* as good as it is. Light years behind *GoldenEye* and *Turok* but still worth a go.



released

We had our suspicions that this might be the beat-'em-up that the N64 had been waiting for and, indeed, Fighters Destiny is as intricately refined as we'd hoped. Gorgeous animation, genuinely likeable characters, an ingenious Master Challenge that only becomes available once you've beaten the game and, most importantly, a stylishly different judo-like take on the run-of-the-mill scrapper. In a very real sense, our Tekken.



Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. (The Right shoulder by default.)

■ Enter the Master Challenge with any character, beat everyone, and you will be able to select the Master as a playable character.

EXTREME G

Acclaim



167 9 ● 87% ● TW

Nintendo/Rare

GOLDENEYE 007



77 9 ● 94% ● TW

Whilst never likely to displace *Wipeout 2097* as the ultimate future racer, *Extreme G* is still hugely impressive with its face-melting speed and eye-gorgingly beautiful tracks. But, it's a game you have to persist with as the course layout is tricky (right from track one) and, without some perseverance, often impossibly frustrating. Oh, and don't expect much from the multiplayer, this is a far better one-player game.



An utterly stunning take on the eighteenth Bond film, GoldenEye is videogaming at its finest: huge, brilliantly designed levels, amazingly detailed scenery, breathtaking weaponry, super-imaginative gadgets and a perfectly judged difficulty curve. It also has a fabulous Deathmatch set-up as well as two of the finest secret levels you'll have ever played. Gaming doesn't get better than this.



■ Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky.

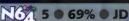
On Secret and 00 Agent, if you shoot the scientists, they'll get out weapons and fire back. ■ Check out I, Spy, the free MI6 giveaway in N64/9.





HEXEN

Midway



MADDEN 64

10 92%

After their triumph with Doom 64 (all-new levels, brand new textures) Midway bring Hexen to the N64 party. Sadly, the game is exactly the same as its elderly PC mum, and the one new element - the four-player split-screen deathmatch mode - fails in Hexen's single-player levels. It's still lots of fun in a retro kind of way, but in the N64 world, where GoldenEye 007 reigns supreme, it's hard to recommend whole-heartedly.



Unlike FIFA, EA's Madden series has never experienced any slump in yearly performances. And its first outing on the N64 is as comprehensively fantastic as ever. Indeed, it's probably the best version of the game so far. Trawl your way through 300 running and passing plays, a steaming great load of offensive and defensive strategies and some superb motioncapture. This is about as good as it gets.



To activate the cheat menu, pause the game and press Top-C, Bottom-C, Left-C, Ri-C very quickly.
 In the Cheat menu, press Left-C, Right-C, Bottom-C for invincibility

• When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm... (Shuffle) We'll get back to you on this.

INT. SUPERSTAR SOCCER 64



MARIO KART 64



Konami

N67 3 ● 92% ● TW

Nintendo

N6

The finest football game in existence, ISS64 is, quite simply, a work of art. It certainly looks gorgeous, but the real delight comes from its genuine football-ness. You can build the most intricate of passing build-ups, deliver the killer through-ball and score the sweetest of goals - all just like the real thing. An almost flawless game which could only have been bettered with the addition of real teams. Kills all known FIFAs dead.



While it doesn't quite achieve the total perfection many had expected, Mario Kart 64 is still a vital purchase for your N64. Its outstanding feature is undoubtedly the multiplayer modes, and in particular the four-player grand prixs. But you'll still find yourself racing the one-player games too, long after you've beaten the game. The disturbingly addictive Time Trial mode offers almost infinite longevity. Brilliant. Buy it.



• To get the super teams enter this code at the title screen: Hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R Left, R, Right, R, B, A, Start. • Full game guide in N64/4

● At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in N64/4.

KILLER INSTINCT GOLD





Nintendo

16713 • 62% • MH

Nintendo

N6A 8 90%

Killer Instinct might have been a big deal a couple of years ago, but even an arcade-perfect conversion looks a bit out-dated on the N64. It's not that KI wasn't a good game to start with - if you're still in love with it, you'll definitely enjoy this version - it's just that for most people enthusiasm for this type of beat-'em-up is at a low ebb. And that includes us.



This eye-gorging, brilliantly inventive 2D platformer from Japanese developers Treasure is, indeed, a trove of fabulousness, effortlessly reeling in the player with its ingenuity and refusing to loosen its grip. It's retro and it does possess over-complicated and often irksome controls but it's totally rewarding and expertly constructed. Along with Yoshi's Story, a perfect example of how to do 2D on the N64.



L A, Z in sequence. Tips in N64/1 and in the review in N64/3

• Check out our extensive guide to making mischief mischievously in N64/12. You won't

LYLAT WARS





Nintendo

£60

8 91% JN

1 ● 34% ● TW

Nintendo's first properly optimised conversion sees a fullscreen Fox McCloud take on Andross at something approaching full 60Hz speed. Lylat Wars is not as perfect as it could be perhaps - it really needed a level select, for instance, but it's as near as we could have hoped and at £60 with a Rumble Pak it's a certain 'must have' package. Another tourde-force for Shigs.



Ahhchh, another Mortal Kombat sticks in the throat of beat-'em-up fans. This is *really* poor – the animation a sub-standard variation of the PlayStation's, with an overall presentation level little better than that of its SNES ancestor. A wealth of options, cheats, extras and finishing moves can't save this. Avoid with clinical determination.



Achieve gold medals on all levels for the four-player tank and Expert modes
 Game guides in N64/8 and N64/9.

● For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in N64/1 and N64/4.

MULTI RACING CHAMPIONSHIP

MACE: THE DARK AGE

N6A

8 0 71% O JD

After the dreadful War Gods and the considerably worse Mortal Kombat Trilogy, we weren't expecting much from this (especially since one of the characters is called, The Executioner). But, rather than being a wretched old piece of tat, Mace proves to be a highly competent fighter with silken animation and a healthy quota of bone-crunching moves. It'll gladly tide you over till Capcom arrive on the scene.



The conversion job given to Multi Racing has done it no favours - the letterboxing and slow-down only seem to amplify the 'gritty' look of the graphics. In comparison with Top Gear Rally it's also far too easy and even the mirror mode can't disguise the fact that three tracks simply aren't enough. On the plus side, the car-handling remains excellent and there's a good variety of on and off-road racing.



● Hold the one of the C-Buttons when choosing your character and you can change their dreary rags into King-like robes

 Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two den cars. Game tips in the review N64/5

NAGANO WINTER OLYMPICS

SHADOWS OF THE EMPIRE

KONAMI

12 • 32% • JD

Nintendo

N67 1 0 78% 0 JA

The scariest thing about Nagano isn't, actually, flying from the top of a ski jump at all, but the fact that this heralds from the same company that gave us ISS64. See, Nagano is DULL. So dull, in fact, that it makes scrubbing the toilet look like an all-night disco. Luge, bobsleigh, snowboarding halfpipe, curling, they're all in here and they're all supremely boring Still, if you're having trouble sleeping..



With ten levels of varying game styles, Shadows somehow fails to be more than the sum of its parts. Fab snowspeeder and space battles are ultimately let down by some lacklustre Doom-style bits and the truly awful speeder bike on Luke's home planet, Mos Eisley. It still has a great Star Wars feel, though, and is loads better than the PC's *Dark Forces*.



• To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.

To see the end sequence, enter your name as _Credits (case sensitive)
 Challenge Point guides in N64/2 and N64/3.

NBA HANGTIME

SUPER MARIO 64



The immortal NBA*Jam series continues on the N64 with this

dated arcade conversion. Apart from the fact that the 3D and sprite work looks distinctly out of place on the N64, the real problem with Hangtime is that two-on-two basketball gets very boring, very quickly. Relentlessly running up and down the court exchanging baskets with the CPU is not our idea of fun, and even with a huge cheats list, your attention will soon wander.



6 • 52% • JS

Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ■ See N64/3 for a complete list of names.

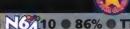
Nintendo

When other developers first caught a glimpse of SM64, they went back to the drawing board with their efforts. The game is sublime, taking everything that's made previous Mario titles great and fleshing it out into 3D. Mario himself can do just about anything, the levels are huge, packed with incredible ideas and loads of secret bits. Without a shadow of a doubt, this has to be the world's greatest video game.



Loads of tips in our review in N64/1.
 '20 most-asked questions', N64/1, N64/2. Guides in N64/2, N64/3, N64/4, N64/5.

NFL QUARTERBACK CLUB '98



TETRISPHERE

£40

13 ● 69% ● SJ

Although, on paper, QuarterBack Club looks a likely contender for Madden's crown, it doesn't actually manage to displace the old master thanks to some overly fiddly controls and a ludicrously tricky difficulty curve. But, crucially, it does have the NFL licence and the most stunningly gorgeous visuals you'll have ever seen in a sports game. More for the purists, yet, if you work at it, you'll reap the rewards.



When you're on the fourth and down, try getting your, erm, you're... (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver... Oh, whatever

The Game Boy's finest moment comes to your N64 looking a good deal different but, sadly, playing only intermittently as well. The problem Tetrisphere has is that, essentially, it's not really Tetris at all or certainly, not the Tetris we've come to know and love. Instead, it's confusing (surely what it definitely must not be) and over-complicated (surely...) and, although it looks lovely, eventually it just ends up being frustrating.



Type in the word VORTEX on the password screen then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.

PILOTWINGS 64



TOP GEAR RALLY



Nintendo

Acclaim

£50

N 37 1 ● 89% ● TW

Nintendo

Nintendo

£55

N67 8 ● 86% ● JD

The first Pilotwings split gamers' opinions with its floaty, airbound subject matter. However, this 64-bit refurbishment is likely to have a much wider appeal than the SNES original. Intermingling the sublime talents of flight sim specialists Paradigm and Nintendo's usual playable sheen, Pilotwings 64 emerges as a supreme example of how to harness the N64's immense potential. Up, up and away.



The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island

People are put off Top Gear Rally by the cars you initially get to race with - they're slower than a pair of elderly Fiat 126s. But persist and not only will you find a gem of a game structure but some of the fastest most realistic driving ever to grace a computer game. It really is Sega Rally standard. The five tracks might be a bit bland background-wise but they're brilliantly designed and help ensure a healthy lifespan.



Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. Game tips in the review N64/8.

TUROK: DINOSAUR HUNTER

SAN FRANCISCO RUSH

Acclaim

N671 ● 91% ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups, tonnes of explosions and hundreds of secret bits are the main focal points of Atari's arcade conversion and it's a mixture that works a treat. Proceedings are marred slightly, perhaps, by stupidly heavy handling and the lack of a reverse option, but SFR's invention shines through and, as an alternative to Top Gear Rally, this'll give you much pleasure.



Replacing Doom's cyberdemons with screen-filling dinosaurs, cranking up the violence to ludicrously bloody proportions and adding a series of breathtakingly devastating weapons, Acclaim/Iguana have produced - yes - a monster. A phenomenally good game which really shows the technical gulf that exists between the N64 and other consoles.



 To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C. Down-C and Down-C

At the edge of a platform the screen will dip. Jump here to gain maximum distance. ● Full cheat listing Tips Extra N64/2. ● Key-finding guide in N64/2



WAR GODS

GT

Nintendo

£50

167 4 ● 46% ● JA

If it hadn't have been for the surprisingly good Mace, you'd have urged Midway never to create another beat-'em-up again. And this, along with MKT, is the reason. The traditionally vile characters are, this time, backed up by some half-hearted moves, ludicrous end results - one fighter throws a fishing net over his opponents' head - and sorrowful animation. So, all in all, a complete and utter waste of time



When you play as Tak, just throw boulders (Down, Forward, Left Punch) at your

WAVE RACE 64

N67 2 ● 90% ● ZN £55

Breathtaking water-based racing is the order of the day in Miyamoto's astounding Wave Race, with the N64 once again proving its mind-expanding capabilities. Thoroughly realistic water effects, a scintillating two-player speedway and the possibility of trying your hand at Lee-Majors-style stunt work make this easily as enjoyable as Mario Kart 64.



To achieve the Helicopter stunt and 1700 points - when you're on the ramp, turn sharply in a Left/Up direction and then hold Down to pull off a sideways flip

WAYNE GRETZKY'S 3D HOCKEY

1676 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic Wayne Gretzky is hard to beat. An excellent range of options ensure that the full ice-hockey spectrum is covered - from the three-man arcade knock-about to the full-team, over-legislated complete simulation. It's fun in multiplayer - especially the two on two arcade mode - and overall the only thing that lets it down is that fact that, when all's said and done, it's only ice hockey.



■ Loads of tips in Tips Extra N64/5. ■ For super teams, go to Setup and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Right, Left and Left.

WCW vs NWO: WORLD TOUR

T.HQ

12 ● 70% ● TW

Perhaps the best console outing for the pastime Americans enjoy calling, 'sport', WCW vs NWO is a perfectly acceptable, technically solid sort-of-beat-'em up with 37 grapplers, a wealth of industrial-strength slaps and some colourful pants. But, at the end of the day, it never offers the variety, durability or longevity of a Tekken or a Soul Blade and can only be recommended to late night Sky One viewers



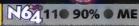
Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.

Import Games



Bottom Up

UK release.



Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine fun-filled fat-fest. One for a minority audience but top old stuff all the same

AEROFIGHTERS ASSAULT

Video System



110 60% O JD

Good fun in the short term and with a realistic Paradigm-designed engine but, in lengthy spells, AFA is actually quite tedious and there's simply not enough variety.

AERO GAUGE

ASCII



UK release:



12 0 10% 0 JN

A real stinker of a Wipeout clone with game-affecting pop-up, miles-too-good opponents and unfair controls. Loathe it with all your heart.

ART OF FIGHTING TWIN





A simplistic beat-'em-up but one with some charm and, given the current state of the N64 fighter, quite an attractive proposition.

DENRYU IRAIRABOU

Hudson Soft



N6712 ● 65% ● JN

The sort of game that defies the power of the N64, Denryu is a console-based version of that game at fêtes with the copper stick and wire. It's up to you.

DORAEMON

Epoch



UK release:

№ 2 • 60% • TW

Sadly, Doraemon turns out to be a slightly linear, slightly confusing and all-too-tedious Mario clone. Perhaps it's more suited to your younger brother or sister.

DUAL HEROES

Hudson Soft



UK release:

12 ● 28% ● DM

After hyping this up to the nines, Hudson reel out a horrendous beat-'em-up, with little or no redeeming features. A travesty of justice, indeed.

FAMISTA 64



UK release:

110 68% O TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go. Still, that's not really a hearty recommendation, is it?

GANBARE GOEMON

Konami



7 • 80% • ZN

It's never likely to threaten Mario 64 in the all-round goodness stakes, but this does see a pile of good ideas thrown together to produce a marvellously entertaining adventure.

THE GLORY OF ST ANDREWS

Seta



1 ● 58% ● TW

The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls add up to an experience as ugly to watch as it is to play.

JANGOU SIM MAHJONG DO 64

Video System



N67 7 ● 69% ● JD

So, the best mah jong game yet? Well, probably, but does it really matter? With its more 'trendy' approach to the game it'll probably sell like wild-fire in ker-razy Japan

PUYO PUYO SUN 64 J-LEAGUE DYNAMITE SOCCER N678 ● 66% ● TW N6710 ● 80% ● ZN Compile **Imagineer** What chance has a sprite game in ■ world with ISS64? Dynamite Soccer is incredibly You didn't buy your N64 to play Puyo Puyo, but still. It's rollickingly good fun, as always, so, if you haven't played it and are rich, try it on for size. basic but persevere with it for long enough and you might get some joy out of it. EAGUE ELEVEN ROBOTRON 64 **UK release UK release:** Hudson 10.110 ● 52% ● TW Midway 112 0 75% 0 JN While Dynamite Soccer was an ugly but enjoyable fat-bloke football game, Eleven Beat An actually-quite-entertaining updating of the classic shooter, but one that could quite is plain ugly. In all departments. One word for you: ISS64. easily make a home on the SNES. Good, then but not great. J-LEAGUE PERFECT STRIKER SIM CITY 2000 **UK release:** 13 • 83% • JP **Imagineer** Konami prove their footballing dominance with a magical footballing sim, combining Although it, really and honestly, looks no different to the SNES version, Sim City 2000 breathtaking animation, a plethora of fantastic moves and some outrageous goals. still plays as magnificently as ever. Look out for the UK version soonish. PRO BASEBALL TAMAGOTCHI WORLD 64 N67 1 • 68% • TW **Imagineer** Bandai 12 0 79% 0 JN The players are super-deformed and cute which is entertaining. Eventually, though, the It's a 64-bit board game, essentially, and one that's actually quite good fun. But, it goes too-slow runners and the super-skillful CPU opposition will begin to get you down. on a bit, gets a tad samey and, obviously, guarantees minority audiences. TOKON ROAD MAH JONG 64 UK release UK release: NOA 3 • 65% • JD **Hudson Soft** 6/112 • 49% • DM Koei Mah Jong 64 is more of a beginner's guide to the game than previous efforts. However, The latest entry from the highly productive Hudson is a tedious old wrestling sim that lacks the refinement of T.HQ's WCW vs NWO. with its heavy reliance on Japanese text, things will still prove fairly tricky. MAH JONG MASTER **SNOBOW KIDS UK release:** 1 0 69% ● WO Konami Atlus N6/112 • 88% • JA If you've never played mah jong, this would be a very tough way to learn, with its A genuine surprise, Snobow Kids is a wonderful alternative to Mario Kart with a copious Japanese text. Otherwise, the slickest of the mah jongs. stonking four-player game to boot. Look out for the PAL version! MK MYTHOLOGIES: SUB ZERO N67110 17% 0 TW N6A 110 9% O JD Midway Gametek Worse even than Wheel of Fortune, MKM could only be less enjoyable if it squirted Rewrites The Book of Utter Awfulness with abominable visuals, tragic animation and sulphuric acid into your face at regular intervals. Irredeemably atrocious hideous Americanisms. Worse than accidentally falling off a cliff. And surviving. **PACHINKO WORLD 64** WILD CHOPPERS UK release: **UK release:** NG/13 0 12% 0 TW Seta 110 72% • JD Hewia Pachinko is like pinball without the skill and this console rendering doesn't do it any A good, solid, sometimes spectacular chopper sim and one with an unusual but actually quite intuitive control system. Muddy and perhaps a bit easy, but good fun. further favours. Revolting graphics are one thing but this is so dull, death seems enticing. **POWER LEAGUE 64 WONDER PROJECT J2** release N671 • 55% • WO N61 Enix 7 • 42% • JA Hudson Guide a robotic girl through various 'real life' situations with the overall aim of making her We've got nothing against baseball - even though, plainly, it's tedious - but this effort a real person. Weird, very Japanese and very difficult to overcome the language barrier. from Hudson, the first N64 ball-and-bat title to utilise real players, is tragically awful. POWER PRO BASEBALL YOSHI'S STORY UK release: UK release: N67 3 ● 54% ● TW N6A Konami Nintendo 12 • 86% • JA PPB4 is the fourth in Konami's series of baseball games. The game went ballistic in Japan A little too short and lacking genuinely innovative ideas. Yoshi's Story is still a wonderful but we don't rate it as highly as Imagineer's effort, King of Pro Baseball 2D platformer with all those special Nintendo ingredients.

Slipping on his torn leather jacket and running his fingers through two weeks' worth of stubble, a fedora-wearing N64 Magazine correspondent sets off on a journey into the mystical land of the missing games...

of the OST CAR

by Steve 'Dr. Jones' Owen

t the dawn of N64 civilisation, legend talked of a whole slew of games, cartridges of such beauty and value that no one was sure if they even really existed. The titles are results of Chinese Whispers, hallowed names whispered to children to encourage their sleep, and steadily corrupted during the missing months.

These are the world's treasures, some forgotion or unfamiliar through the mists of time. Ancient manuscripts from 1997 AD tell of their promise and yet, years on, they are still the stuff of lene on

Intrepid - and surprisingly handsome with hat and whip a learn of N64 Magazine explorers flew to the ends of the Earth to discover these lost artefacts. We battled evil Nazis with staff heads burnt into the palms of their hands (no, really - apparently Hitler recognises the supernatural power of the perfect N64 carridge); hitched rides on submarines without worrying about how to breathe when they went underwater, shot people displaying

impressive sword skills, and, on one occasion, when some Mazis had successfully discovered a virtually complete game and loaded it up, kept our eyes firmly shut, while faces around us were melted with Holy fire. It was, apparently, Gametek's Jeopardy

The purpose? Well, we can't help but feel a little concerned about certain games that we were all happing talking about last year, which now appear to have disappeared. It seems that video games don't always come out exactly when the publishers first said they would. They suffer dolays. They suffer icensing problems. They suffer because They look a bit crap now

And so, valiantly and with presides little thought for our own safety, we decided to find out once and for all what's happened to those buried titles. Have they been canned, reworked, redesigned, rehashed, or are they just plain phylding along? From the excuses to the genuine release dates, race this as the definitive

calendar and release list Erm, ar now







CELAYED



Blade and Barrel

Boss/Kemco • Was Summer 1997 • Now August 1998

Blade and Barrel, now called Knife Edge, is a bit of ■ strange one.

Originally under the guidance of Britain's own Software Creations, it now seems to have been taken in by Top Gear Rally developers, Boss Game Studios. Although, looking back over the history books, it seems the game was always going to be a joint venture between the two companies. Or, at least, they both had their names attached to the project. Odd.

Anyway, the original Blade and Barrel - a 'copter sim to rival

Seta's solid Wild Choppers – has reportedly completely changed since its incorporation into Boss' Californian hideaway and, although it's likely to maintain the original's two-, three- and four-player game, the one-player missions are going to be very different. Scheduled for an August release over here, it'll be coming out through THE Games.



DMA/Nintendo • Was May 1997 • Now Summer 1998

Body Harvest

Part of the original Dream Team, DMA initially hoped to have their multi-vehicle shoot-'em-up released almost a year ago.

Clearly this has since proven to be a little optimistic and, although it is almost finished now, there is still no clear release date ahead.

"Body Harvest was the first N64 game we started," says Brian Baglow at DMA. "We were still finding our feet."

In actual fact, Body Harvest was going to be one of the N64's first games, with it being pencilled in originally as one of the launch games.

the launch games.
Consequently, the Dundee development house relied on emulators and demo boards during development – which Nintendo weren't swift in supplying. "It would have been a lot easier if we'd had the emulators from day one", admits Brian. "And then, when we did get them, we found that the emulator wasn't as good as the actual machine, so we weren't able to up the specifications. We wanted more

monsters, more polygons. If we were to start *Body Harvest* today, we wouldn't have had any of these difficulties."

But it wasn't just delays at the start of the project. With Nintendo as your publisher, you are susceptible to their strict standards and

criteria. "You have to submit the game throughout development," explains Brian. "If they don't like it they'll tell you in no uncertain terms. Body Harvest, for instance, has changed several times on advice from Nintendo This can push your deadlines back, as you make changes that you haven't scheduled for. It's something you just have to put up with." The latest word, though, is that Body Harvest is just about finished and on its way to Japan for final approval.



 Δ Getting a game past Nintendo's quality control is no mean feat, but Body Harvest should be with us very soon.

Doom Absolution

id/Midway • Was Autumn 1997 • Now Cancelled

According to sources, this was very much 'on' at one stage but then cancelled six months ago when forbearer, Doom 64, man ged to impress but not dazzle on the N64. Quite what Absolution was going to be in the first place — Doom and Doom 2 all-in, one (like the PlayStation)? Final Doom with extra bits? A completely new Doom game? — is anyone's guess but, one thing's forcure, in the light of Turok and GoldenEye's masterful polygonal display, cardboard nasties and pancake-flat scenery just doesn't cut it anymore. Probably a good thing, all told.



Virgin + Was 1996 + Now Cancelled

Virgin were never really sure on this themselves (with the developer's names never even being mentioned). Freak Boy was a (pffff) 3D adventure featuring a freakish, erm, boy who paraded about a distinctly icy-looking world, trying to prevent evil from spreading like a nasty rash. After about five days of trying to get hold of Virgin UK, they finally confirmed that they "weren't sure" what the situation was with the game. An oddity, it was one of the first third-party games to be announced when the N64 launched but now appears to have finally bitten the dust, as they say.



CARCELLET

Joust X

Midway • Was TBA • Now Cancelled

A bit of an old Bermuda Triangle of a game, this one. Joust X was likely to be another Midway arcade update (à la Robotron) but, somewhere along the line, it just disappeared, leaving British publishers GT admitting they'd never even heard of it and Midway to finally confirm it's been put on hold - for the foreseeable future. Joust was, of course, (circa. 1982) the game where you paraded



about a multi-platformed arena on the back of an ostrich, jousting other ostriches and collecting their eggs. The refurbishment promised a souped-up, perhaps 3D, outing but reportedly never got further than a planning stage. Pity, because Robotron 64 was quite good.

Creator

Software Creations/Nintendo • Was N/A • Now June?

Originally conceived as a multimedia package, where you could create your own polygonal models, landscapes and soundtracks Creator disappeared well over a year-and-a-half ago, after the release of a lonely three screenshots - a giraffe eating leaves from a tree, a dolphin swimming in the ocean and a T-Rex scouting about a

Mancunian developers, Software Creations, have refused to say anything of its whereabouts since, but rumours abound that Creator has been merged with Nintendo's Picture Maker, which is released in June. (All of which seems to have been confirmed by the fact that both the original Creator screenshot, and the new Picture Maker footage, seem to feature the same T-Rex.)

Software Creations, the Rare of the North, are typically, and annoyingly, coy about when to expect anything and what it is we'll get in the end. The only blood we drew from the stone was: "All platforms have their problems. The N64 is difficult because it has so much power, and therefore so much scope." However, casting our

minds back, MD Paul Hibbard did tell us about five months ago that, "Creator is still in development and looking stunning". So, there you go. Make of it what you will. Or can.





The chance to draw wildlife on your ff64...

...It's what we've, or, been crying out far?





Mission: Impossible

Ocean/Infogrames • Was September 1997 • New July 1998

While sceptics might feel that releasing a tie-in at the same time as the film makes plenty of sense, they would do well to realise that it did Rare's

GoldenEye 007 no harm at all to drift in a year or so after its celluloid cousin. But, as far as Mission publishers Ocean are concerned, that's as far as they want the comparisons to go. "Mission: Impossible was going to be our lead game in the US," says Nathan Wilson of Ocean UK. "But GoldenEye came out with a lot of the ideas we had and we didn't want to be accused of copying it, so we went back and did some redesigning."

This redraft was actually done by Lyon development house (and Ocean owners) Infogrames – responsible for V-Rally – who took the game from the original San Diego-

based developers, where rumours of development problems and staff disgruntlement were rife. This move also coincided with some licensing difficulties. "Viacom, who own the Mission: Impossible licence, thought there was too much killing in the game," explains Nathan. "They wanted a more intelligent action game, with a plot more closely linked to the original story."

more closely linked to the original story."

There was also a degree of stubbornness from grinmeister Tom Cruise as well, who refused permission to use his inanely smiling gob anywhere in the game. You are still Ethan Hunt (Cruise's character in the film), but thankfully don't look exactly like the Cruisester anymore. "The feedback we are getting from around the world says that Mission: Impossible is the most awaited N64 game, even more

anticipated than Zeida," boasts a proud Nathan. It seems as if the game has finally settled into its closing schedule, and should now arrive on time. But, more awaited than Zeida...?





Tomb Raider 64

Core/Eidos • Was TBA • Now Cancelled

The reason for *Tomb Raider 64*'s non-appearance is well documented. Sony, bulging wallets at the ready, signed up a deal for exclusive rights to anything *Tomb Raider*-esque between now and 1999. After that date, presumably Nintendo can attempt to step in but that would seem unlikely given that Lara Croft and her affiliated assets seem to fit snugly into the Sony scheme of things, and both Sony and Core earn stacks of cash for one another.

So, why include it, then? Well, digging around, we discovered that Core actually *did* receive an N64 development kit about three months before the *Tomb Raider* deal was signed up and that, at one

point, they were working on a 64-bit version. However, *Tomb Raider 64* now seems plainly out of the question but what to do about that N64 development kit? Well, when asked, Core admitted, "we're THINKING about doing a fighting game". Interesting...



CALCELED

Quest for Camelot

Titus • Was 'December 1998' (chlony reckon) • New December 1998 (of course)

Quest for Camelot is, we discovered, a feature-length cartoon with the voices of Pierce Brosnan and Gabriel Byrne, and due out on May 15 this year. Titus' secretive tie-in won't arrive until the end of the year, though. We asked Nicolas Beraudo, Vice President of Sales at Titus, why there had been a delay. "The release date for this title has always been December 1998. However, the very same title will be available for the Game Boy on May 15, 1998, the same date as the movie is released." Okay, if you insist.



Kirby's Air Ride/Buggy Boogie

Nintendo • Was TBA • Now TBA

(DIEAFFEAREDI)

Despite both games being showcased at the Space World '95 show (where the so-called first batch of Dream Team games were demonstrated), there's still no sign of *Kirby's Air Ride* or *Buggie Boogie*. In fact, THE Games, who are (eventually) publishing the games in this country, can't confirm when they will be released or even if they will retain their current names.

In the industry, such mythical titles are often referred to as Vapourware, a concept suggesting that either the games are truly undergoing a continual state of development, or that the PR companies are too embarrassed to admit that they've been cancelled and rather hope that everyone forgets they ever existed. "The current state of development is still closely under wraps," insists Jim Pride at THE. "We don't know a release date yet. Both games have gone through significant redesigns, and the development teams have also been shared with other projects. Also, they keep coming up with new ideas that they want to implement."

Kirby's Air Ride has, at least, had the nod of confirmation from Miyamoto in the past few months. At Space World, he confirmed: "The Kirby team is still there and continuing to work on games and they're trying their best to bring Kirby back on the N64." However, Buggie Boogie has had no such luck, still kicking about development hell at Angel Studios in America, with no apparent changes being made to it for nigh on two years.

The most likely scenario? Both have been cancelled or, at the very least, *Kirby* might appear eventually but in a different game. *Buggie Boogie*, we rather suspect, is merely a rusting hulk in the N64 scrapyard.



Will this large, pink bouncing ball ever make it to the N64?



Ultra Descent

Interplay . Was N/A . Now Carrolled

Clearly the easy option to support a new console is to half-inch one of your old titles and spruce up the graphics a bit. Thankfully, Interplay, or rather Parallax, the developers of the original Descent

on the PC, have jacked in the idea, choosing to work on a PC sequel instead. "The game never even made it to the design phase," admits Jim Boone at Parallax. "But, obviously, would have been based on the original Descent." Jim is very clear as to why they moved away from the N64. "There was a lack of N64 development systems at the time, so we moved onto Descent 3 on the PC instead." Good night, Vienna, as they say.











Robotech: Crystal Dreams

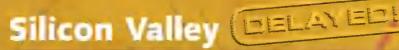
Gameteir • Was 1996 • Now Summer 1998

After the collapse of Gametek (now Take 2) in the States, their anime tie-in is homeless enough to be flogging the Big Issue on a street corner. Nevertheless, the game is being

finished while an alternative publisher is sought. This gives Gametek development the enviable position of "releasing the game when it's finished", leaving the rest of us to ponder what exactly that means.

Anyway, the reason for the delay? The interestingly monikered Lizard Harac at Take 2 explains: "Contrary to the rumours, the game was never placed on hold, nor was the development handed to a different company. The reason is that we want this game to be perfect! I think you will be glad we put in the extra effort." Hmm. Well, it wasn't looking particularly perfect at E3 last year (flying through space appeared to rival moving nowhere at all) and given Gametek's past reputation - Wheel of Fortune anyone? - we must confess, we're not overly optimistic for this outing. And, of course, all this talk of releases is on the provision that Take 2





DMA/BMG • Was March 1998 • Now September 1998

Clearly destined to be the follow-up to Body Harvest, it now looks like Silicon Valley will appear at about the same time. Brian Baglow, DMA's info übermeister, explains again: "I go down and see the team every couple of days to see how it's coming along, and each time I see something new. I feel like saying, 'Just finish it!'"

The benefit of Body Harvest's delay is that many of the new tricks DMA have come up with will find themselves appearing in Silicon Valley instead. "We learned things during the Body Harvest development, but if we tried to incorporate them, Body Harvest wouldn't be out for another year. Instead, we can put them in Silicon Valley, and it'll surprise everyone." Shockingly, Silicon Valley is almost complete too and, in its last public outing at E3 last year, looking and playing beautifully.



Lots of lovely ideas to come in Silkon Valley...

And it should finally be with us Vilry, very soon. Provilse



Take to the air in bizarre > gum. Like in



Iguana UK/Acclaim • Was Dubiously 1998 • Now November 1998

The curious thing with Acclaim's Shadowman was that, despite never being cancelled and, apparently, already running two months behind schedule, it took months and months for it to be finally confirmed. The problem has always been its content, mixing, as it does, murder, black magic, murder, psychopaths and murder. Not subjects that go down particularly well at Nintendo's Japanese HQ, something that Acclaim are all too

The game looks good, though (see our exclusive first look on page 18), with its 3D Tomb Raider-esque perspective and gorgeous, totally interactable environments and,

pursuing publishers Acclaim, it seems the game is pencilled in (all going well) for a Christmas release. As for its subject matter, expect a fair slapping of violence to be cut out and for all the reported nudity to go the way of

△ Glcomy death fest with guns that's Shadowman but Timber the Tiger does Oh no. 114 doesn't, Surry.

> it's a bedroom. It needs a good clean. We hope nothing untoward is

and finally... Wet Corp

Vic Tokal + Was N/A + Now Cancelled

Wet Corpse, of which we've minur been allowed to know anything, eluded our investigators until we rang the American Vic Tokai offices. "Well, act "Wet Corpse was cancelled six months ago," resses Stacey Leigh at Vic Tokai. And the reason is? "Um, it just was One of those things." Cheers, then.

A long, long ime ago...

e've heard the pathetic reasons and the PR ramblings behind the tardiness of these particular releases, but why are computer games consistently rescheduled, and why are there still precious few N64 cartridges available?

Brian Baglow at DMA thinks he has the answers. It seems that it isn't so much the difficulty in developing on the N64, but that the N64 is still so new. No one really knows what they can do, and how they do it. "Despite knowing what the specs were and getting the emulator boards for the Silicon Graphics machines, it's difficult to judge what a console is going to do," he explains. "You've got to try lots of different ways of doing things. That's something that takes ■ while. You can't just dive into game development, because if it doesn't work the way you hoped you've got to try it another, more efficient way. It takes time to learn all the intricacies of a new machine.

The PlayStation should have suffered the same problems, but it turns out that Nintendo weren't overly speedy in releasing hardware and libraries to even their close development allies. While ■ handful of N64 programmers struggle with even the most basic techniques, any schoolboy can visit the Web and nab the latest PlayStation code. "On the N64, because the number of developers was so small initially, you had to do it all by yourself," Brian continued. "That's why you've seen so many conversions, because they already have all the C code and graphics and can write a game very quickly.

Of course, Nintendo was understandably adamant that

the N64 should have original, unique games rather than iust arcade or PC ports. A lot of the early games were straight ports, which means that a designer

"Our developers are quite adamant that they don't want to go back to developing on any other machine."

knows the rules and limitations of his game. DMA's games tend to be unique, and this is another major factor, explains Brian. "Converting stuff is difficult at first, but coming up with games that do something new on a new console takes a long time. Body Harvest, Silicon Valley, Mario 64 and Blast Corps were only developed when it was discovered what the hardware could do.

But if you have a schedule to design and release a game, why can't you just keep to it? "A game has to mature. It has to grow as you develop it. No matter how good your initial design is, you can't work to that specification and then stop. You can start with the best game design in the world, but by the end it will have changed. There are 101 ways that development delays can sneak up on you. Everyone involved gets too close and you can end up arguing for weeks over some minor detail that just doesn't matter.

It seems that, for the near future at least, there is no end to the delays. Thankfully, though, these frustrations aren't turning the top developers away from the N64. "The chipset on the N64 is very different to anything else we've worked on," enthuses Brian. "It's a very nice machine to develop for, once you actually know what you're doing. Our developers are quite adamant that they don't want to go back to developing on any other machine."





Coming soon in...

MAGAZINE

ISSUE

The next issue of N64 Magazine will arrive, patriotically, on St. George's Day, 23rd of April. As a mark of respect this month's next month round-up should be sung to the tune of Jerusalem. All rise...

And did PAL gamers, in April time,

Quake upon Britain's TV screens.

And were the Snowboard Kidlet tips,

On N64's pages seen.

And did the host of all new pics,

Shine forth from out our Future Looks.

And was there one really special game,

Which for safety's sake we can't yet name.



NEXT MONTHI How to wring every last secret out of Snowboard Kids.



NEXT MONTH! We review
Quake – the PC's biggest
game, now on the N64.

Oh, and we'll have a good look at EA's new World Cup game, the first pics of *International Superstar Soccer*, an interview with a world-renowned gang of games developers, lots of pics of new games, a full review



NEXT MONTH! Long time no see, but this game might just be the hit of the year.

round-up of all the latest Japanese and American releases, some great features, Skill Club 64, I'm the Best and all the regulars. And that final results table for the *Lylat Wars* competition. Definitely.



The patriotic May issue of N64 Magazine will be on sale Thursday, 23rd April

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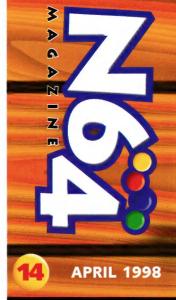












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